**Sprint retrospective** **1**

**Date:** 19 November 2016

**Who Attend:** Tern Jing Wei, Lim You Hui, Lee Sin En, Kong Yi Ting

1. All of our member complete the tasks in sprint 1 on time.

2. Miscommunication with the client

3. Team member can collaborate with each other well.

4. Client not satisfy with the UI design

5. Task assign to the member should be more balance.

6. Team member have difference opinions to the table relationship

**Sprint retrospective** **2**

**Date:** 26 November 2016

**Who Attend:** Tern Jing Wei, Lim You Hui, Lee Sin En, Kong Yi Ting

1. All of our member complete the tasks in sprint 2 on time.

2. Client request to follow design principles “Reduce short term memory load” to as many field as possible

3. Team member can collaborate with each other well.

4. Team member fell satisfy to the way of task assign.

5. Team member willing to learn from each other.

**Sprint retrospective** **3**

**Date:** 3 December 2016

**Who Attend:** Tern Jing Wei, Lim You Hui, Lee Sin En, Kong Yi Ting

1. Sprint 3 not able to finish before the iteration end

2. Too many tasks assigned in this sprint.

3. Team member willing to accept suggestions.

4. Team member willing to learn from each other.

5. Client want the booking information recorded as detail as possible.

6. Client request to improve the error prevention

**Sprint retrospective** **4**

**Date:** 10 December 2016

**Who Attend:** Tern Jing Wei, Lim You Hui, Lee Sin En, Kong Yi Ting

1. Sprint 3 finish before the iteration end

2. Too many tasks assigned in this sprint.

3. Team member willing to accept suggestions.

4. Team member willing to learn from each other.

5. Client want to view the booking information more detail

6. Too many code bug in this sprint.

**Sprint retrospective** **5**

**Date:** 17 December 2016

**Who Attend:** Tern Jing Wei, Lim You Hui, Lee Sin En, Kong Yi Ting

1. Sprint 4 not able to finish before the iteration end

2. Too many tasks needed to complete for the make payment task.

3. Team member willing to accept suggestions.

4. Team member willing to learn from each other.

5. Client not satisfy to the payment history design, client want a brief payment history.

6. Team member misunderstand client requirement.

**Sprint retrospective** **6**

**Date:** 24 December 2016

**Who Attend:** Tern Jing Wei, Lim You Hui, Lee Sin En, Kong Yi Ting

1. Sprint 4 finish before the iteration end

2. Minor code error for payment module.

3. Team member willing to accept suggestions.

4. Team member willing to learn from each other.

5. Client feel satisfy to the output of the system.

6. Team member can collaborate with each other well.