

# **Sprint 2 Retrospective**

## **Nick Kaliher (Scrum Master)**

I believe the sprint definitely was underwhelming compared to what we had planned. The sprint started off strong with our first couple meetings but midterms took up most of our members time for the next two weeks or so. This drop in meetings lowered productivity towards our database work and left us in a stand still. Significant process was made over the past week with database and GUI/Logic integration, but with it being the last week, not everything got fully flushed out. I think we could have tried to split up the database work to allow some progress over those busy weeks.

## **Tyler Dansby**

Overall, I feel this sprint fell short of what we expected. We started off really well. We met with the product owner to discuss new user stories and the questions we had regarding them. We had a plan for the database, and updated a lot of our existing code during the first week. After that, however, almost everyone in our group was very busy with midterms and other projects which made it almost impossible to coordinate a full group meeting. The database also took a while to setup, and since our highest priority user stories required the database, everything was at a standstill. Only during the last week of the sprint were we able to finally get some progress on our Kanban board after we finished login and registration with the database.

**Jacob Augustine**

I think this sprint we fell short of all the things that we wanted to get done with. It took longer than expected to get a server set-up between getting the pi up and access ready, creating the needed tables for the server, finding the right jdbc driver for eclipse use, and finally writing the new server methods to access the pi for the needed values. I think we should have set-up some way for the rest of the group to still implement new things without waiting for the server to be done. Also we had a bit of a rough time setting time aside for all of us to work on the project. It seemed like as time went on, not all of us were able to work on it at the same time. At least two or three of us at a time were out working on other class work or had some sort of other priority. We need to learn to set more time aside for this class in order to get everything needed done.

**Tejaswini Kancharla**

This sprint, we did not get enough work done. We stayed away from the project for a week as everyone in the team were busy with their midterms. The other week, we were waiting on the database to be ready as everything we have to code were dependent on the database. Overall, we were less prepared with everything including the demo to our product owner which made her unhappy.

We learnt from the experience of this sprint that we should be more prepared so that our other courses would not be obstacles for this project. As we did not do so much in this sprint, our last sprint is going to be overwhelmed and we should be more proactive. Also, we figured out that we have a lot of refactoring to do in the next sprint.

**Josh Welch**

This sprint could have gone considerably better, but many of us got caught up in other school work and were unable to truly begin working until about halfway through. Most progress on the application was around the game board and game piece logic, which is still actively being developed and tested for bugs. I was busy working on developing the database and making sure that it was working properly, while Jake worked on getting the application to be able to talk to the database. This sprint seems like there was a lack of progress done, but in reality the progress was around the backend that a user would not know about. We should have been more prepared for our meeting with the product owner, and those that got stuck on code should have asked for help a lot sooner than a week before the sprint was going to end, this would have sped up our development considerably. We also learned that there is a decent amount of refactoring to be done, primarily around the gameboard, game logic, and the server connections.