Sprint Retro Notes

Team: 2

Sprint: 2

Date: 18/09/2021

Attended: Dan, Diana, Josh, Justin

Scrum Master: Diana

Product Owner: Dipto

Development team: Dan, Josh, Justin

1. Things That Went Well

- Good communication
  - Communication methods have been sorted, calls on Discord, important discussion in Slack
- Good attendance to meetings
- Everyone has good initiative to handling tasks
- Everyone is contributing
- Team has sorted out who will cover which aspects of development.
- Deployment completed ahead of schedule which will reduce future development time

2. Things That Could Have Gone Better

- Better estimation of time taken to complete tasks and user stories
- Clearer communication regarding development decisions
- Development during sprint didn't reflect the sprint plan very well

3. Things That Surprised Us

- Lack of knowledge and clarification on which part of the project needs to be delivered first.
  - Was working on other website requirements that were not meant to be focused on.
- API development with microservices is difficult to manage. Many CORS errors.
- Despite the large amount of work done, sprint burndown doesn't seem like it reflects the work completed by the team

4. Lessons Learned

- Don't get sidetracked by tasks not in the current sprint - focus on what the product owner wants
- Code should be continuously tested and tidied throughout the development process

5. Final Thoughts

Things to Keep

- Good communication and contribution
- Frequent meetings
- Clear division of tasks between members

Things to Change

- More clarification on what needs to be done in every meeting
- Better preparation before each client meeting so no errors appear during client meetings.