Sprint Retro Notes

Team: 2

Date: 06/09/2021

Scrum Master: Diana

Development team: Dan, Josh, Justin

Sprint: 1

Attended: Dan, Diana, Josh, Justin

Product Owner: Dipto

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

2. Things That Could Have Gone Better

- Some tasks were not completed on time

3. Things That Surprised Us

- Lack of knowledge in areas (eg. microservices) caused issues
- Rise in github notifications when testing fails
- Initial setup took a lot more effort than expected

4. Lessons Learned

- Understands how Circle-Ci works now
- Understanding how testing works in Spring boot
- Better to assume more time than less time when doing Sprint poker
- Certain tasks don't fit the scope of a user story, which we can't easily track effort or time spent (eg. integration, testing)

5. Final Thoughts
Things to Keep

- Communication
- Contribution

Things to Change

- Adjust our estimations of story efforts