**Sprint 2 report**

Pair programing

During the sprint retrospective we decided to work more closely in pairs. Every single team member besides the designer had another person they were working together with on a function of the product. This was necessary since some of the user stories were quite challenging for one person to complete on their own.

It also increased the team's velocity since people who had trouble could very easily ask for help from the person they were working with and didn’t have to wait for meetings to address any issues they were facing.

Plan out the sprint on Monday

On the first sprint we had trouble planning our sprint backlog and we spent 2 days, which was almost half of the sprint, planning for the week. On our 2nd sprint we decided to take a lot of time on Monday to plan it out and made sure that everyone knows what they have to work on for the rest of the week.

Because of this we could start work at the end of Monday and didn’t waste two days planning.

Carry on doing some of the tasks from the previous sprint

We also planned to carry out the tasks that couldn’t be achieved from the first sprint such as implementing a login and register system while having a role management system. So that the researchers and participants could have their own different features/permissions.

Restructured product backlog

Since we had trouble planning our first sprint we decided to restructure the product backlog to make it less vague and clear what user stories we were supposed to work on. This made the planning much easier and everyone was clear on what they were supposed to do for the week.

Planned out the sprint review to make it more structured and beneficial

As a team we felt that our sprint review in the first week was weak. We had little planning and structure and focused more on presenting the product rather than reviewing development processes (such as what went wrong, how they were overcome). So we took more time structuring the review, such as team members giving brief explanations of the new additions and features that are made and sharing some experiences such as issues, adding some interacting with the shareholders.