

Sprint Retrospective

**School of Electronics, Electrical Engineering &
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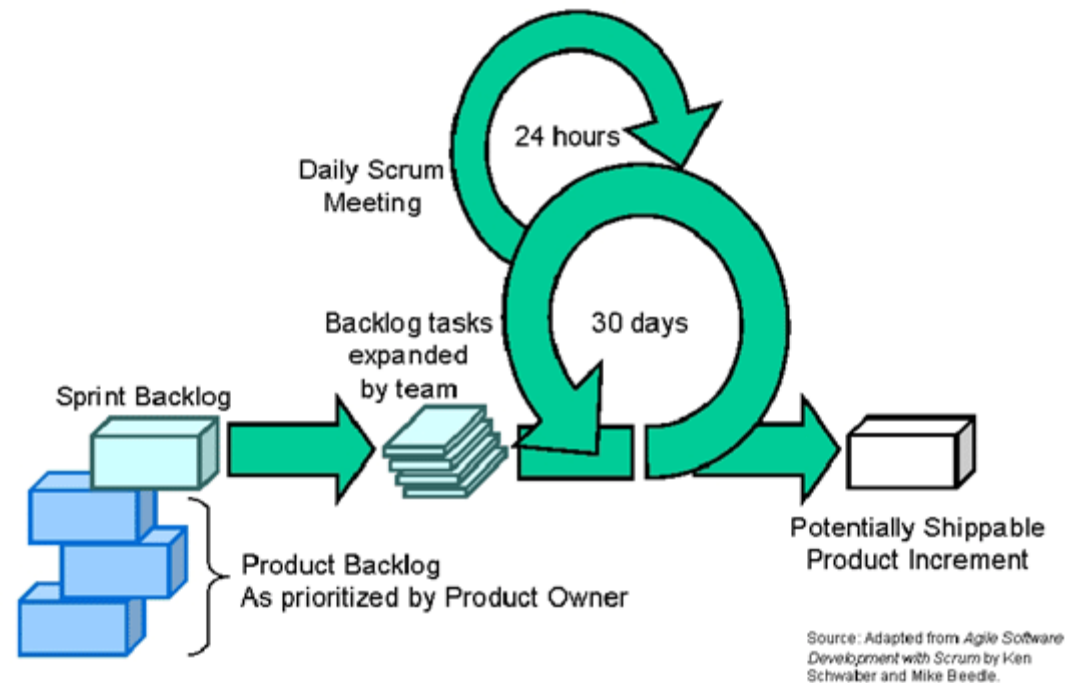
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What is a Retrospective?

- ▶ It is one of the ceremonies carried out in the Scrum process
- ▶ Meeting held after either a release has been delivered, a project has finished or an iteration has been completed
- ▶ It is an opportunity to improve the way the team works for future sprints

- ▶ Like other ceremonies in the process it should be time boxed up front so that it can be controlled
- ▶ It is attended only by the team, the scrum master and the product owner. The product owner is optional.



Carrying out a Retrospective?

- ▶ Set some goals of the retrospective, e.g.
 - ▶ Look at the team work
 - ▶ Look at the code style
 - ▶ Look at the testing we did or the refactoring we did
- ▶ Look back at what has happened and form a shared picture of what went on
- ▶ Understand how events, behaviours and circumstances affect the software development
- ▶ Ultimate goal is to see how to work more effectively

Carrying out a Retrospective

- ▶ Start the meeting by having all team members answer two questions about the team's processes

1) What went well during the sprint?

What did we like about this sprint or do well? *It's a good idea to get the meeting started in a positive way. This is a nice time to pat yourselves on the back and take note of accomplishments and work completed*



Carrying out a Retrospective

2) What could be improved in the next sprint?

- ▶ Where is there room for improvement/lessons learned?
- ▶ Where was the real pain caused in this sprint?
- ▶ What would we do differently if we started this sprint all over again?
- ▶ What things could we try to do differently in the next sprint?
- ▶ What new team rules should we introduce to improve behaviours in the team?

Carrying out a Retrospective

- ▶ You should think about answers to these questions as individuals for a short while and write down some notes and then collectively bring it together as a team
- ▶ The scrum master should go round the team asking for answers to the two questions
- ▶ Ask question 1 (the positives) from the whole team first
- ▶ Then ask question 2 (the negatives)
- ▶ Everyone should respond and they should not be interrupted – but be brief
- ▶ Scum masters should make notes – they should also give answers



Carrying out a Retrospective

- ▶ Then this should be pulled together into a document that covers the following three questions:
 - ▶ What should we start doing?
 - ▶ What should we keep doing?
 - ▶ What should we stop doing?
- ▶ These should be as specific and **measureable** as possible
- ▶ Answering these questions should trigger changes for the next sprint
- ▶ Trying something different is an important goal of this exercise
- ▶ No team's processes will be perfect

Carrying out a Retrospective

- ▶ The results of this process should be a document developed by the team that answers the three questions
- ▶ I will be marking this document based on how reflective and honest and complete I feel it is based on my assessment of the other deliverables your team produces for the sprint
- ▶ **Don't leave any blind spots**



Recap

- ▶ Retrospectives are used to facilitate continuous improvement of team processes
- ▶ Can be held after various phases of the project
- ▶ Look at positives and negatives to agree on a shared picture of what has happened
- ▶ Agree on changes to the teams approach which will emphasise the good practice, remove/reduce the bad practice and also introduce some new improvements