

Sprint 1 Retrospective Report

Product Name: LML Marine Debris Data Visualization Tool

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Actions to Stop Doing

- Dog-pilling questions and comments during Sponsor meeting
- Stand ups during lectures

Actions to Start Doing

- Be more concise about allocating user stories and signing up for stories, try to avoid putting too many people on a single story
- Keep updating the burnup chart on time, or finding a different way to track hours more accurately.
- Start having weekly meetings with the sponsor team to have more regular feedback and approval.
- Regularly committing to GitHub
- Sticking to the coding guidelines
- Only push files to github that are relevant (eg. no .DS_store files)

Actions to Keep Doing

- Meetings with people working on the same user story
- Separate text channels to organize user stories

What Went Well

- Having a text channels for each user story
- Figma collaboration
- Having the sprint retrospective to catch all team members up
- User story work meetings

Work Completed/Not Completed

Completed:

- 1: As a developer, I want a locally hosted web application to ensure our environment is set for future testing of the project, that all developers have access to.
- 2: As a developer, I want the ability to store and pull data from a backend database framework.
- 4: As a developer, I want formal coding practices which help make our code readable and simple for others.
- 5: As a developer, I want to know when our project can be considered out of development.
- 6: As a developer, I want a wide range of options to host my web application, and want to understand how to host under various domains.

Not Completed:

- 3: As a developer, I want a detailed wireframe map of the project's required pages and their visual components.
 - "For each page, map out the placement of various features needed on the page, any visibility toggles. Note what each component accomplishes for the project."

Work Completion Rate

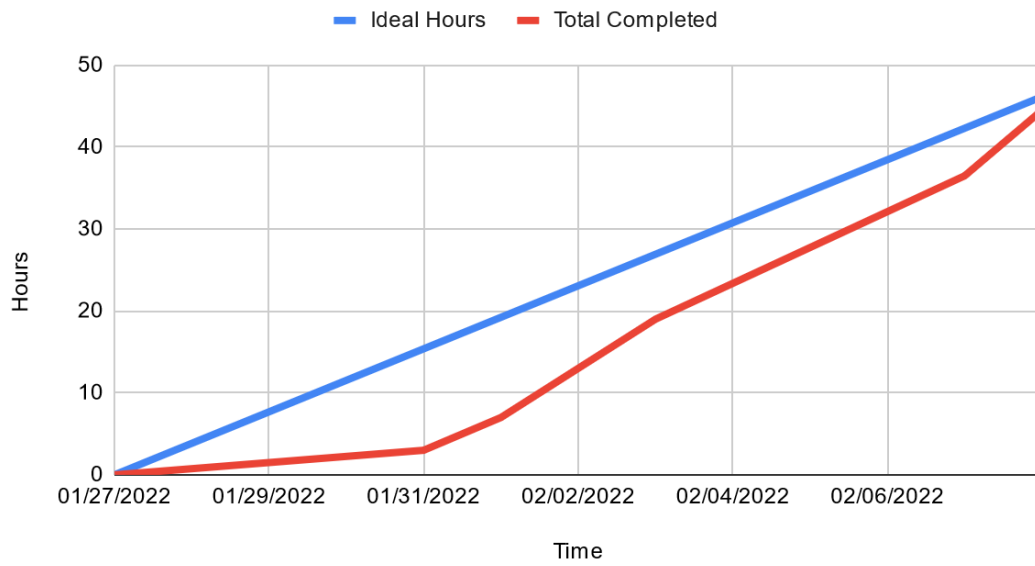
User Stories Completed: 5/6

- Reasons for incomplete:
 - Sponsor meeting threw a wrench into our wireframe as the data needed to be visualized not just with a map but with graphs. This task has been moved to Sprint 2 for completion.

Number of days during sprint: 14

Burnup Chart

Burnup Chart Sprint 1



Completed Work Hours: 44.5