Sprint 1 Retrospective: Team 15

The first sprint went much better than the team initially expected. The first three scrum meetings were squeezed in before the Spring Break holiday, and were highly productive. However, the team still went into the break a little unsure of what was required to be done in order to designate a task “complete”. This problem was solved by setting up a group on groupme.com, which provided the team with a chat room to communicate to each other via SMS on their mobile phones at all times. This allowed questions/concerns to be respond too rapidly, and allowed us to coordinate our code as we worked remotely throughout the break.

The biggest issue with this sprint was the size of our Sprint Backlog. Going into the break all of the team members believed their portion of the backlog was going to be overwhelming. In retrospect it was found that each team member assigned themselves to few tasks, and didn’t spend near as much time working on the programming as expected.

Since the team performed their tasks with relative ease it was briefly discussed moving onto the next spring early. However, several members of the team were away for the break, so meeting up to discuss what to put in the next backlog wasn’t ever plausible.

This sprint resulted in the completion of the basic interface for the command line module, the basic interface for the GUI module, and the basics of the evaluation function for the AI module. By modulating the process in such a manner we found it much easier to divided up the tasks, and quantify exactly what codes need to be completed for each task.

For the next sprint our team will be meeting 4 consecutive times, which will allow us to better understand what particular code needs to be written to finish each task. This means that our team will spend less time worrying about whether or not they are writing the correct code for the scope of their task, and more time physically writing code. We expect to perform at a much higher level for this sprint, so our backlog contains about 25% more tasks to achieve. We hope to achieve a much more consistent burndown rate this time as well.