**Sprint 2 Retrospective**

**Team Number 36**

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| Student Number | Team Member Name |
| 09710094 | Kyle Tristan Dela Cruz |
| 09726136 | Joseph D’Astuto |
| 09740881 | Rohil Uttamsingh |
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# Effective Communication:

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| **Communication aspect** | **Was it done well?** | **What could be done better next time** | **Specific user comments (both what was done well and what could be improved)** |
| **Feedback on the website creation** | Detailed feedback was given on each section of the application that was created. As a result, the quality of work produced increased during Sprint when compared to Sprint 1. | In terms of the communication on the feedback of the application, not much more could have been done to improve on this further. | Locky:  George: The feedback I received was really helpful compared to Sprint 1.  Rohil: The quality of work that was produced by the developers was too a much better standard. Whatever feedback was possible, was given to the developers.  Kyle:  Joseph: By the end of Sprint 1, we had a set plan of what to do for Sprint 2 in terms of feedback, theres not much more that could have been improved on |
| **Designation of duties** | Having a public holiday during the first week of the Sprint threw the planning and structure out of whack. Despite this set back, tasks were given at the start of the sprint. | When giving tasks to the team, more detail could have been given in terms of the requirements. This allows team members to get their tasks done to the expectation that the Scrum Master has. | Locky: As the scrum master, I felt the burndown chart and the lum sum task designation at the start was a good way of doing things in Sprint 2  George: No agile tool was used during Sprint 2, I still think next time a tool like Jira should be used in conjunction with what was done today.  Rohil:  Kyle: I find the task designation was really good in Sprint 2 and something that I would expect from further sprints.  Joseph: |
| **Communication outside of university** | Communication outside of university was at a high level. Both Facebook and Discord were used to communicate with group members | The issues that were brought up after Sprint 1, were all rectified and not much more could be improved in terms of communication outside of University. | Locky:  George:  Kyle: Facebook group chat was good as people were active asking questions and making contributions most nights.  Rohil: I think Discord was the best tool used in terms of communication for this sprint.  Joseph: |
| **Team meetings (both workshops and outside of them)** | Team meetings within workshops were of a very high standard as we had the product owner/tutor there as well for feedback as the application was being developed. Team meetings outside of workshops were done every Wednesday. This allowed some work to be done between the workshop and the team meeting. | Team meetings were done well and could only improve in minor ways such as general conduct and conciseness of work for each meeting. | Locky: attended all meetings.  George: missed one or two meetings, made clear communications as to the absence.  Rohil: missed one or two meetings, made clear communications as to the absence.  Kyle: attended all meetings.  Joseph: attended all meetings. |

# Effective Team Participation:

Effective team participation is key in determining the completeness and quality of a sprint. During the sprint, each member of the team had put a considerable amount of effort in ensuring the requirements and feedback from the tutor and client were acted upon. Compared to Sprint 1, the team worked together much better in Sprint 2.

The team did well in Sprint 2, as each recorded story was completed. Each member gladly took upon their roles, and made diligent efforts on each of their assigned tasks. The scrum master and team had portioned work as fair as they thought possible during meetings, and assigned these tasks to people of appropriate skill and experience. During this sprint, computer science students assisted information systems student with some coding tasks to give them some experience with Django, Python and SQL languages. Likewise, information systems students assisted computer science students with scrum master and client duties to give them some experience.