Sprint Retrospective Report

Sprint #:	2	Date:	2025-05-27

1. Start Doing

- Test right after completing a task: Instead of testing classed and methods some time after being completed, code should be tested right after completing a class or a method, even if certainly subject to future changes.
- Review code after completing a task: Instead of moving to another task, when a task is completed, it should be reviewed, then tested and finally marked as completed.

2. Do More Of

- Respect naming conventions: As the project grows, with the introduction of patterns, naming conventions seem to be sometimes forgotten (for example there are some comments that have been written in Italian, or some methods that share the same goal are use different “names”)
- Break down harder tasks: As the project requires more complex logic and code, tasks should be broken down to simpler tasks when possible (for example, when we wanted to implement shape moving, we should have started with the moving logic, instead of the moving shape preview)

3. Keep Doing

- Keep task board updated: Keep the habit to update task and user stories status on the Trello board, possibly when a task or user stories is completed
- Active communication: Keep communicating about issues and delays (for example when we found some bugs about shape moving and resizing, we communicated with the other members and found a solution)

4. Do Less Of

- Excessive multitasking: As the project requires more complex logic and code, reduce the tendency to continually switch between tasks, trying to complete one before moving on to the next one (for example we tried implementing shape resizing, but not being “easy” we moved to something else, leaving the task we started for later)
- Ignore bugs and “technical debts”: Stop delaying small problems and their possible solutions and stop increasing “technical debt”, because as time goes, issues will be more and harder to fix

5. Stop Doing

- Postpone “uncomfortable” tasks: As the project requires more complex logic and code, stop postponing harder and less pleasant work (for example the most difficult work for this sprint was about moving and resizing shapes, which we postponed until other tasks were completed)
- Seek “perfection”: As the project grows, an acceptable and working task should be preferred; also, stop wasting time on small details that add nothing to the final objective.