SPRINT RETROSPECT

Sprint No.	2	
Project Name	Locust	
Reviewer's Name	Jimule Celeste, Jr. and Manolo Hernandez	
Review Date	02/14/20	

This sprint retrospect document is designed to create an objective discussion about team performance at each sprint. It helps team members work out how well they are working at the moment and identify the areas they want to address to help them perform better in the implementation, test and release of the software.

This assessment has four areas of concentration in terms of team performance, namely,:

Purpose and Shared Direction. A team that has a shared understanding of what they are trying to achieve, why and what success looks like, produces best outcomes. They show the way and model right behaviors- both in terms of direction and how people behave and work together.

Result-oriented. A team pays attention to the things that matter and their proper direction. They make tough calls and consciously divide their time and stay focused on their joint goals.

Joint Accountability. A team's members take responsibility for their own part in delivering the team's goals and helping others to achieve them. Failing to deliver or letting others down is not OK.

Team relationships. Everyone treats each other with respect, is open on uncomfortable issues and takes time to understand others' needs. It's OK to admit mistakes and weaknesses.

Decide as a team the level of strength the team has for each area of team effectiveness. Place a check mark at the appropriate level of strength.

	Strong	Mixed	Weak
Purpose and Shared Direction	/		
Result-oriented	/		
Joint Accountability	/		
Team Relationship	/		

Having rated your group's team effectiveness, reflect and write down the team's thoughts in response to the following questions:

What do we need to START doing?	What do we need to CONTINUE doing?	What do we need to STOP doing?
Improve UI features and "feel"		
	Working as a team:)	Doing sprint retrospect on the last day
Add error detection.		of the sprint, so that Ricardo can be
)	able to share his insights too on the
	problems effectively	sprint.

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Software Engineering II						

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