

## Sprint 3 Retrospective

# 11/29/2023 - Sprint 3 Retrospective

### ## What went well?

- \* Imaginary Wombat: Communication was better this time than last sprint.
- \* Imaginary Wombat: More teamwork this sprint.
- \* Zealous Jaguar: Everyone contributed more this sprint, communication was also better
- \* Zealous Jaguar: We delivered most of the expectations
- \* Lucky Squirrel: We have developed well defined working system.
- \* Lucky Squirrel: we have improved our team collaboration and communication is better
- \* Victorious Coyote: we got the checkin and checkout to work
- \* Victorious Coyote: the communication got better
- \* Victorious Coyote: The tasks were properly planned and executed
- \* Victorious Coyote: the styling and the design for the pages looks good
- \* Lucky Vulture: I think we had a strong finish. Everyone was able to complete their goals.
- \* Lucky Vulture: I think our final product is very good given the time that we had to work on this project
- \* Lucky Squirrel: All the functionalities are working good
- \* Imaginary Wombat: Worked together as a team when conflict occurred on GitHub. Several members tried to figure out how to resolve the issue.
- \* Imaginary Wombat: We had a working product in the end.
- \* Victorious Coyote: able to submit the deliverables with all documents in time

### ## What could be improved?

- \* Zealous Jaguar: Github Versioning could have been better, documents were lost sometimes
- \* Zealous Jaguar: The consistency was a little off for the website and documents, some could have been completed earlier to have more time to review
- \* Victorious Coyote: The push requests for the Github were overwriting the codes
- \* Lucky Squirrel: Need to achieve the user stories

- \* Zealous Jaguar: Some stories could have been communicated better to learn what was asked for, like the late fee checks
- \* Lucky Vulture: User story organization to make sure they all met the definition of done
- \* Imaginary Wombat: GitHub and just making sure everything was being committed correctly. It was mainly GitHub being finicky.
- \* Lucky Vulture: More consistent communication with stakeholder
- \* Imaginary Wombat: It would have been nice to know what everyone was working on, but it was challenging at times to keep track since we multi-tasked so much.
- \* Imaginary Wombat: Communication could have been improved more about what we did throughout the project.
- \* Imaginary Wombat: Next time save files and code locally in another folder in case version control is conflicted in GitHub.
- \* Victorious Coyote: there was no time left to make changes after the testing was done, if to rectify any issues

### **## How this relates to agile principles?**

- \* Zealous Jaguar: Communication is one of the key point in agile teams,
- \* Zealous Jaguar: Tools used and team being trained is important
- \* Lucky Vulture: People picking up tasks when they could
- \* Victorious Coyote: Changes requested during the sprints were shown in the final product
- \* Imaginary Wombat: We had to be flexible since we were unsure of everyone's experience.
- \* Imaginary Wombat: We prioritized certain tasks.
- \* Imaginary Wombat: Communication was a big factor.
- \* Victorious Coyote: Communicating through the task boards and teams
- \* Zealous Jaguar: Sprints have helped break down items and continuous improvement
- \* Lucky Squirrel: Changes should be made as per stakeholders requirements changes
- \* Lucky Squirrel: Follow pair programming technique which can minimize the defect for the application
- \* Zealous Jaguar: Having a product backlog was nice to review what needs to be done and their priorities
- \* Zealous Jaguar: Testing is important for each sprint, it needs to be done otherwise its waterfall approach
- \* Lucky Vulture: Not necessarily meeting all client requests

- \* Lucky Squirrel: Team also follow definition of done
- \* Imaginary Wombat: Trying to fulfill as many user stories as possible.

**\*What did we like about our project?**

- The styling looked good
- Easy to use for users
- We were able to meet most user stories

**\*What were the hardest user stories / tasks?**

- styling the tables
- the late fees
- inventory
- implementing PHP at the beginning, a lot of self-teaching
- Delete button on tables

**\*What were the easiest user stories / tasks?**

- Patron page
- Add patron form
- Add item to inventory form

**\*What did you think about the platform?**

An ada crash course/ tutorial class would have been very nice to learn how to use it. Some students had previous experience with ada, others did not.

ADA

Pros

- Having the collaborative project 2 folder that all of us could access
- Working with it on campus, after initial set up, was relatively easy
- Nice to have a GUI, not needing to use command prompt

Cons

- VPN is annoying
- Permissions were screwy at times, not always allowing access
- If people are taking multiple classes, it should be easier to access ada
- Too many logins
- Updating documents was an arduous process
- No online tutorials to teach yourself how to use it

