

COMP3900 Computer Science Project

Term 1 2022

Retrospective B Report

Park It - Car Space Sharing System



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Submitted on 11 April 2022 by 3900-W14B-Blue Man Group

Meeting Details

Time: 7th April 2022 9:00 PM - 10:00 PM, **All members** present for meeting

BMG Retrospective A Actions

⋮ Action Items ⋮

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Solution: Create channels for each person to update their progress as they do things
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To Improve: Keeping the whole group in the loop about features instead of working in siloes

Will be handled by: Muhammad

Solution: Sprint planning: run through all tickets in a spring before we begin the sprint, because we had some issues such as our "delete user" feature which involved creating a menu, creating an account page, and finally adding the "delete" function
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To Improve: Planning of epics and stories before every sprint with the team moving forwards

Will be handled by: Andrew

Solution: Make sure to explicitly allocate time/responsibility for testing the app
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To Improve: Testing could have been better

Will be handled by: Younggil

Solution: Better documentation of infrastructure
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To Improve: Documentation of codebase (frontend, backend)

Will be handled by: Tobias

1. The additional channels were helpful for providing status updates on each team member's current progress in their user stories. The channels also allowed other members to ask specific troubleshooting/questions about what they were working on for all to see.
2. The planning of epics and stories before each sprint allowed for a clearer progression through the sprint. However, some of the details that should have been discussed were overlooked, resulting in mismatches in implementation that needed to be discussed. This led to a similar action item being brought up in our Retrospective B meeting, suggesting we discuss implementation in further detail before progressing.
3. Testing the app was more thorough during this sprint, allowing more bugs to be caught prior to the demo.
4. Better documentation of infrastructure allowed for less time being spent on troubleshooting basic functionalities.

BMG Retrospective B Board

What Went Well	What To Improve	Action Items (What we can do)
<p>1. Communication within a team was good. Everyone was quite responsive in a discord group channel and having different channels for various purposes (like back-end, front-end, channels dedicated to each member) made us to communicate better and more efficient. For example, we could easily check where everyone is up to by checking each member's channels where each member reports what they have done and what they are currently working on.</p>	<p>1. Making the backend more flexible to save time for the frontend during implementation. I think a few things needed to be worked around which cost us extra time we could have spent building out things.</p>	<p>1. Solution: Have a teamwide meeting to go over frontend schema and backend endpoints to better understand the interaction between both sides — Making the backend more flexible to save time for the frontend during implementation. I think a few things needed to be worked around which cost us extra time we could have spent building out things. Will be handled by: Muhammad</p>
<p>2. Again, good communication between backend and frontend team to clarify about existing features and/or issues, as well as requests for new features</p>	<p>2. Better communication within departments to prevent any overlapping work moving on</p>	<p>2. Solution: Add more specific channels onto communication platform to better organise where and what we say in each team's channel, including a channel to record meeting minutes. — Better communication within departments to prevent any overlapping work moving on Will be handled by: Andrew</p>
<p>3. The communication and coordination between the front end and back end was a strong point, with required end points and body being discussed and adapted to allow for smooth handling of data</p>	<p>3. During this sprint, we were quite in a hurry at the end, which made us skip some phases we usually go through such as agreeing on data schema and feature details. For example, front-end and back-end had different ideas on image uploading feature of car space registration. I found out later that we have different idea on the feature and had to re-implement the feature. Also, with regards to image uploading end point, we haven't discussed enough about it, so it also caused some changes in front-end side later to reflect the things on the back-end</p>	<p>3. Solution: Set up interim deadlines for each department's features, and notify each other when they are done, so that teams can pickup/continue from any blockers that might have occurred due to this — During this sprint, we were quite in a hurry at the end, which made us skip some phases we usually go through such as agreeing on data schema and feature details. For example, front-end and back-end had different ideas on image uploading feature of car space registration. I found out later that we have different idea on the feature and had to re-implement the feature. Also, with regards to image uploading end point, we haven't discussed enough about it, so it also caused some changes in front-end side later to reflect the things on the back-end Will be handled by: Younggil</p>
<p>4. Adding channels for each person to update their progress was a good choice, and it felt like everyone knew where everyone was up to. Communication generally was good during this sprint.</p>	<p>4. Even though we have channels to update each other on the progress of tickets, we still do not have a good solution to properly record and track where everyone is</p>	<p>4. Solution: Add more comments under each ticket to notify team members about where the ticket's progress is at (either text comments and/or a checklist would be used) — Even though we have channels to update each other on the progress of tickets, we still do not have a good solution to properly record and track where everyone is Will be handled by: Tobias</p>
<p>5. We worked well under pressure, going through as many features/tickets that we had as we can, and testing etc...</p>		