

# Sprint 1 Retrospective

SEP Team 5



Things That We Did Well

# Stable and Robust Project Foundation

- Proactive fixes of unmaintainable code over temporary fixes to complete sprint
- Thoroughly documented wiki pages and processes

# Pro-active Roadblock Removal

- Strong database schema and creation during sprint 1
- Robust component creation for re-use in future sprints

# Strong Product Owner Communication

- Feedback on story acceptance in < 24 hours of completion

Things That We Didn't Do Well

# MVP Task Delivery Time

- Local database setup was delayed until late Saturday night, 2nd week
- Initial front end tasks were delayed until mid second week

# Pull Request Review Response Time

- Pull requests went for up to 3 days without being receiving initial review



# Late Project Set-up and Dependency Adding

- Frameworks (i.e. React/Joi/TypeORM) were delayed into the later half of the sprint
  - Unexpected dependencies due to late set up to avoid duplicate work

# Team Member Capacities

- Initial estimates of capacity did not include time dedicated to test plan documents, presentations, etc.
- Scrum Master duties cut into development time

# Story and Feature Break Down

X4 - 1 point

X1 - 2 Point

X4 - 3 point

X2 - 5 Point

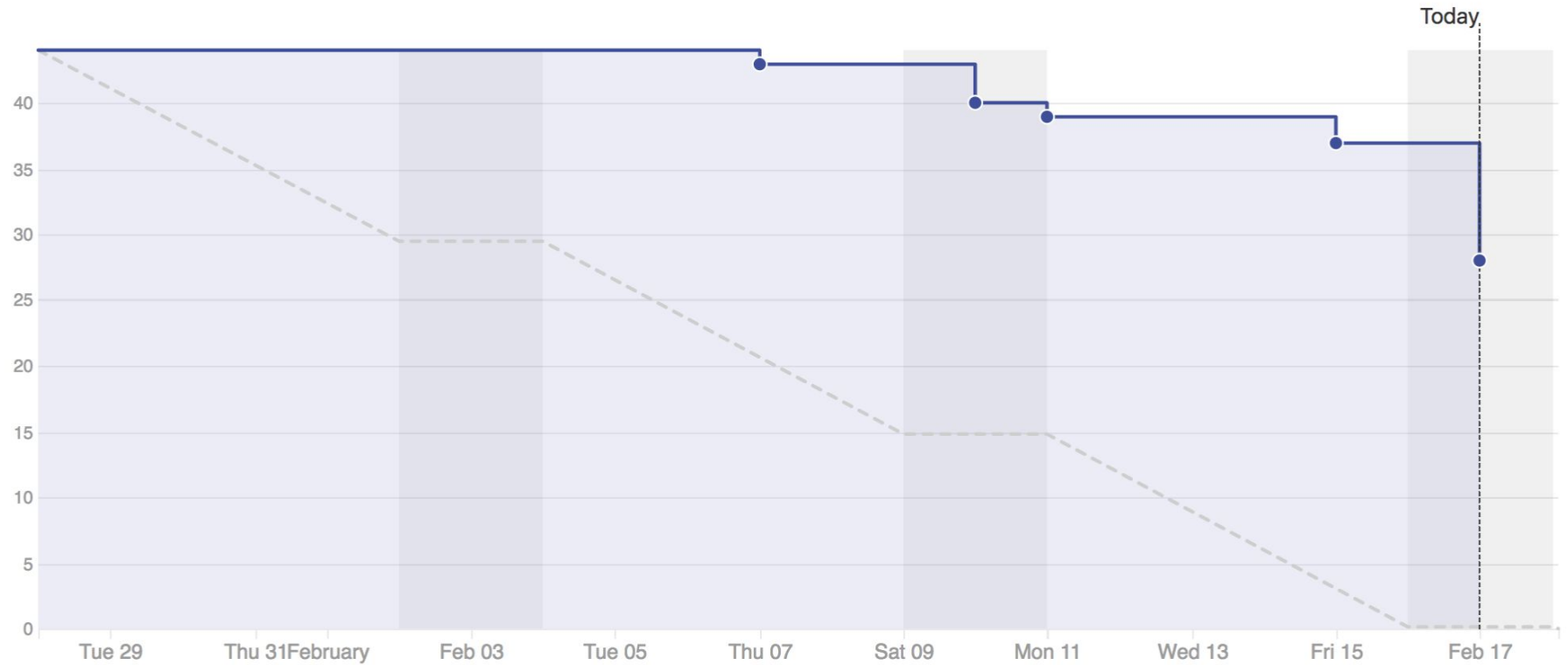
X2 - 8 Points

Total: 45 Points

# Story and Feature Break Down

- Continuous Integration Set-Up (Included Code Coverage set up)
- Log In (Included Testing and React set up)
- Log in Backend (Included Testing and Enzyme set up)
- Database set up (Included orm set up)

# Burn Down Rate



# Interteam Communication

- Minor confusions about tasks and errors that weren't brought up until scrum meetings

# Actions We'll Take to Improve Next Sprint

# MVP Task Delivery Time

- Break tasks even smaller to encourage faster delivery of smaller parts



# Pull Request Review Response Time

- Reminders of open pull requests are now a part of our scrum meetings

# Late Project Set-up and Dependency Adding

- Dependency setups are going to be in separate tasks/pull requests
- Most of the dependencies are already added, so future dependency adding will be limited

# Team Member Capacities

- Before assigning workload capacity, review the class schedule and our own schedules

# Story and Feature Break Down

- Research tasks in advance before accepting or creating the stories
- Put more details into what *exactly* we want for a story before beginning it to prevent feature creep

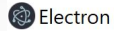
# Interteam Communication

- Encourage team to post errors and seek for help as soon as issues arise

# Burn Down Rate Catch Up

- Break tasks up into more manageable chunks to encourage smaller features being accepted sooner

# Outcome



Electron

File Edit View Window Help



## DM TOOLS

LOGIN

# DM TOOLS

One-stop platform for Dungeon Masters!

### Register Now!

REGISTER



# View Game Catalogue / Monsters Gallery

## View Catalog Items

MONSTERS

EQUIPMENT

LOCATIONS

BUILDINGS

CHARACTERS

SPELLS

Thumbnail

Monster 1

Use this section to give a brief  
description of the monster.

[VIEW](#)

[EDIT](#)

Thumbnail

Monster 2

Use this section to give a brief  
description of the monster.

[VIEW](#)

[EDIT](#)

Thumbnail

Monster 3

Use this section to give a brief  
description of the monster.

[VIEW](#)

[EDIT](#)

Thumbnail

Monster 4

Use this section to give a brief  
description of the monster.

Thumbnail

Monster 5

Use this section to give a brief  
description of the monster.

Thumbnail

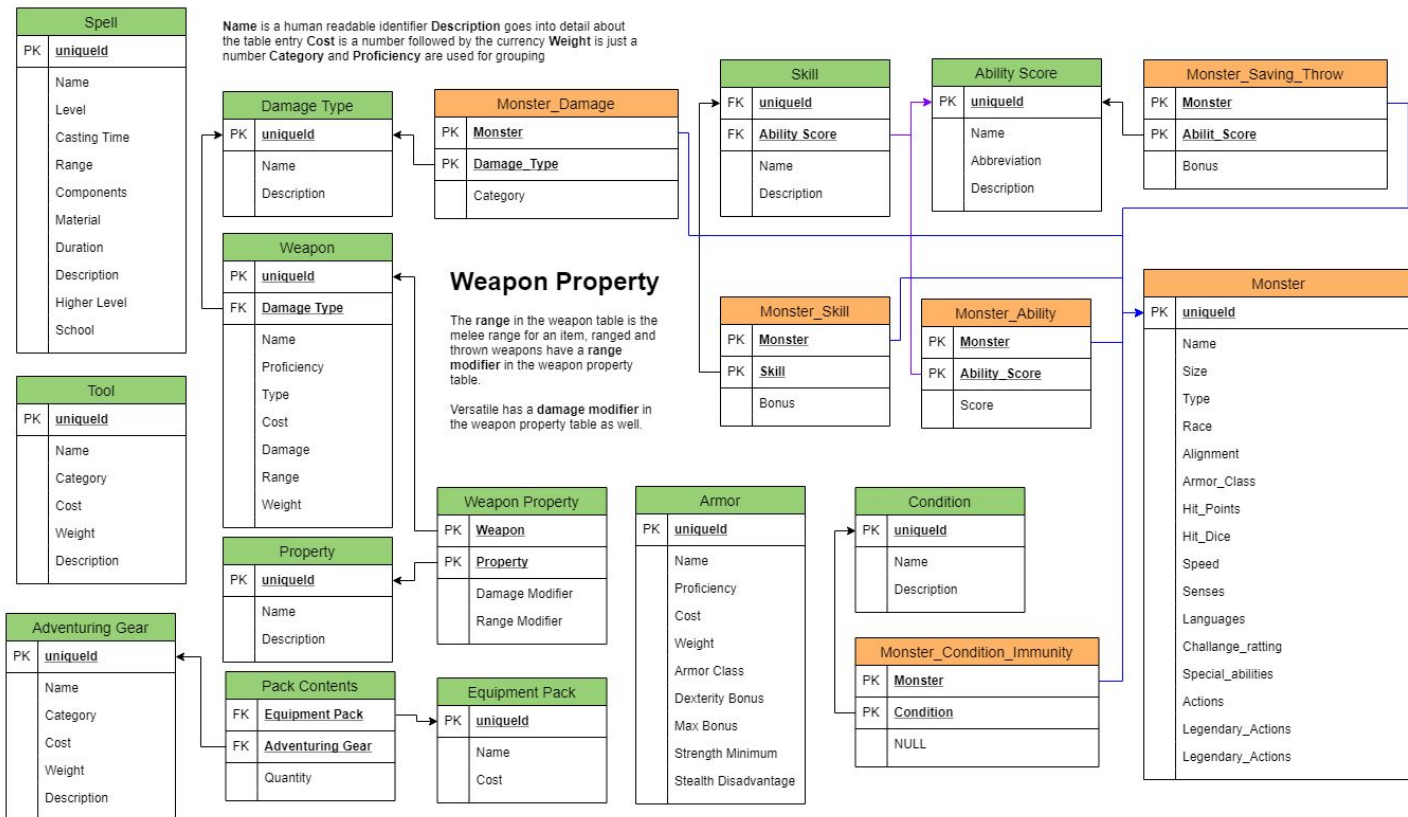
Monster 6

Use this section to give a brief  
description of the monster.

# Database Set Up

## Conventions

Name is a human readable identifier Description goes into detail about the table entry Cost is a number followed by the currency Weight is just a number Category and Proficiency are used for grouping



Questions?