

Sprint 2 Retrospective

SEP Team 5

Things That We Did Well

Caught up on Sprint 1 tasks

- All tasks from sprint 1 are now complete and additional tasks to get us set up for sprint 3 were completed

Pro-active Dependency and Resource Adding

- Many crucial things were accomplished within the first week
 - Dependencies were added
 - Examples of pages and application structure
 - Database entities

Modular and Robust Code Features

- External files containing commonly reused features
 - Enums for monster related information
 - Cookie handling class
- 91% Code Coverage (Sprint 1) → 95% Code Coverage (Sprint 2)

Team Member Capacity

- No one was extremely overworked or had excessive tasks leftover at the end of the sprint

Story and Feature Break Down (Sprint 2)

- React Router Set Up
- Creating a Catalog Monster
- Integrated login and registration (Sprint 1 leftover tasks)
- Creating an Encounter (backend)
- Finish dockerizing the application backend for local development
- Deploy to AWS
- Data parsing and importing tasks for database, migrations
- Database Entity set up for Monsters and Encounters (Sprint 2 and 3 tasks)

Things That We Didn't Do Well

Dev Workstation Setup

- Workstations were only set up for the tasks that the developer was working on (frontend, backend, server)
- Workstation setup was delayed until the end of the first week while completing current tasks
 - Delayed pull requests

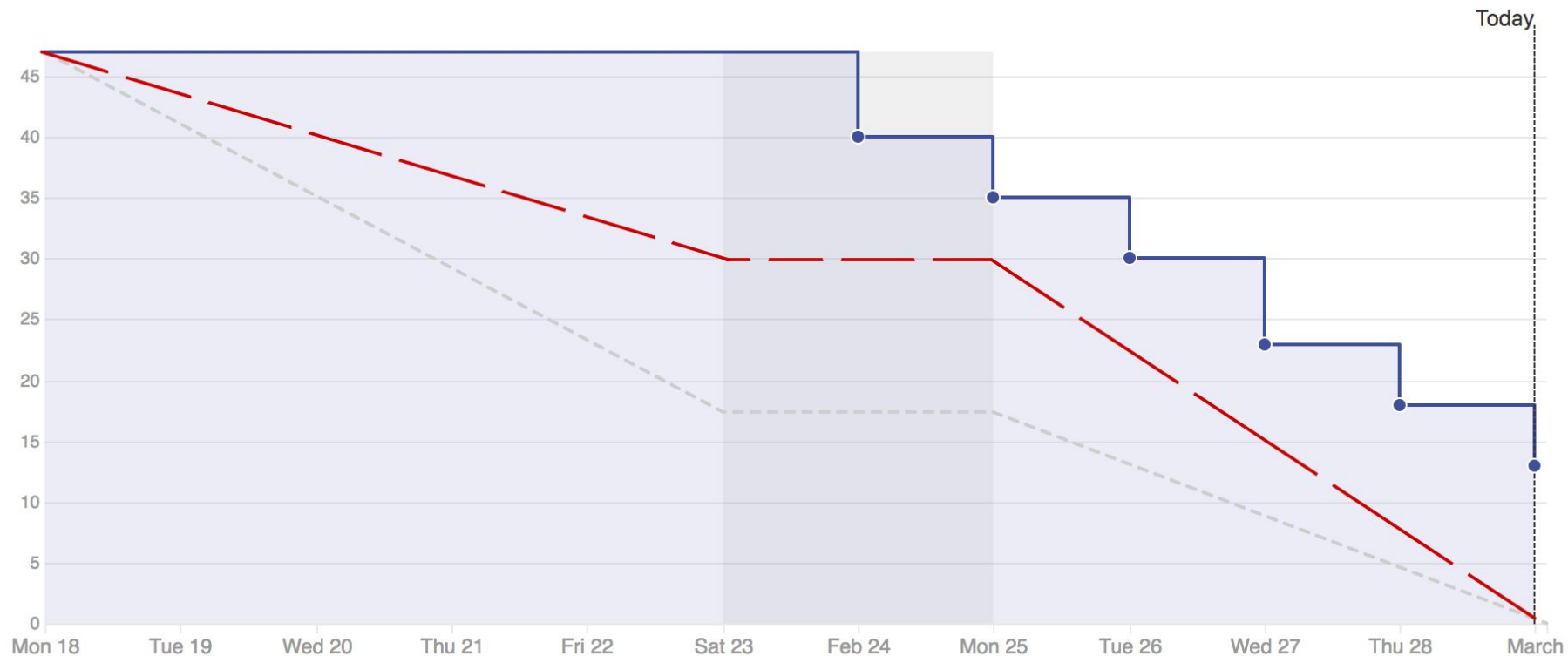
Team Member Capacities


- We took into account absences but not *when* those absences were
 - Two team members were only here the first 2 days and the last 2-3 days of the sprint
 - Limited development time and impact on burndown rate
 - Development time went a little over the end of the sprint (last pull request at 4am on Saturday)

Pull Request Review Response Time

- Due to half of the team being gone the first week, pull requests review capacity was limited
- Request review ability was also limited by workstation setup
- Request review conversations mainly took place in Discord for ease of conversation

Burndown Rate



 Our planned burn down rate (taking into account missing team members)

Actions We'll Take to Improve Next Sprint

Workstation Setup

- We're meeting as a team early this week to go over complete workstation setup
 - Catching up teammates who were gone and solidifying understanding

Pull Request Review Response Time & Burndown Rate Catch Up

- Ensure workstations are set up for all aspects of the project
- Ensure someone is always available and ready to review incoming pull requests
- Ensure pull request conversations (or at least summaries of them) happen on GitHub

Team Member Capacities

- If someone is going to be gone for most of the sprint, ensure that the groundwork is laid out for their task first to allow for a smooth finish for tasks

Outcome

Monster Creation Page

WIP
NavBar ➡

- [Home](#)[Monster Creation](#)[View Catalog](#)

Create a Monster

Monster Name *

Type

Aberration ▾

Race

Any Race ▾

Environment

Arctic ▾

Resistances

Tiny

Small

Medium

Large

Huge

Gargantuan

54 inputs with various constraints

Questions?