IFB299 – SPRINT 2 RETROSPECTIVE

Team Assessment

**Team 7**

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# What you did well?

* CS and IS students understood their role within the second sprint in reference to their objectives. This would ensure that each member was aware of the scope of the project as a whole, as well as individually.
* Distributing work evenly between the team to maximize efficiency. Ensuring each member has the same work load to minimize stress and evenly distributing the task so that the goals can be met.
* Scheduled an extra meet up time to review individual work as well as review progress. Extra meeting was scheduled closer to Final Release due date. Ensured all members were on track with their work and continuing to achieve goals.

# What you did not do well?

* Adhering to sprints guidelines and goals. Although each member was fully aware of the tasks they were to complete, some members did not complete their goals to a satisfactory standard which implicated the rest of the team and the Final Release.
* Team member’s communication lacked at various points – including not attending meetings, this could be improved by proper scheduling at the beginning of semester to ensure that each member had the designated meeting time off.
* CS students needed to communicate and work together more to ensure that both of their individual work could be combined for the final release – team worked independently up until just prior to due date. Increased collaboration within the team would have ensured a more improved product.
* CS students lacked urgency to complete tasks closer to due date. More meetings should have been scheduled weeks before the Final Release to motivate the team and improve communication within the team.

# What will you do differently next time to improve performance?

* Produce smaller tasks to ensure objectives are met during the time period/sprint. This would mean tasks would have been achievable in small periods of time. Larger tasks can sometimes seem daunting and discourage the members to complete it in one session.
* Review lecture and workshop content as sometimes team wouldn’t know what to do, would have gained better understanding of project if used provided resources.
* CS students to give IS students a run through of code + production, so that IS students can see how it was developed and gain a better understanding of that side of the project.