**IFB 299 Team Retrospective**

**Team 91**

**Owen Charters - Development**

**Ji-su Choi- Development**

**Jinho Bae- Development**

**Tyler McKerihan– Development, Scrum Master**

**Aiden Lamb– Client**

**TUTOR: Benjamin Saljooghi**

# Sprint 2

After setting the groundwork for the project in Sprint 1, our goal for this sprint was to build functionality. Each member was designated a certain aspect of the project to begin work on, with all members then contributing to the continued development. The scrum master in our team continued to encourage each team member to make big progress on our project. To meet the requirement for our project, the development team worked passionately in accordance with out Sprint and Release plan. All members were still aware of their responsibilities and communicated their progress primarily via Facebook Messenger, as well as GitHub.

We communicated frequently with our tutor, Ben, to receive feedback on our demo at each workshop. Therefore, we were consistently informed that we were on track and making good progress. However, we faced a serious issue on demonstration day. We had an unexpected power failure on the university workstation whilst working, and just about to push our final build of our Django website. We tried to recover it, but we were left with our last commit and lost many hours of productive work.

Right after the power problem occurred we informed the client of the situation and took appropriate steps to try to extend the submission date, as we would no longer have a full functioning website for demonstration. Whilst the team members were all stressed about the situation, we remained calm and resilient and kept on with the task at hand, rebuilding with that we had and with the time we had left before the demonstration. Fortunately, the client consented to an extension.

As we aimed to deliver the best possible project in the sprint 1, we were constantly revising code and contributions through Github and sharing ideas so we could attain the highest quality of demo. All members collaborated on how to make our demo function and the overall front end to look as high quality as possible. It led us to be provided with constructive criticism between team members, which allowed us to grow as a team and deliver a better product. Also, we frequently engaged in group discussions about the direction of the product as a whole, as well as the individual elements of the build.

We had some ideas for changes in interface design, which we had approved by the client. These resulted in improved user experience and significantly simplified the navigation of the website. These changes are documented and include new mockups.

Our use of version control remained an issue, albeit improved. Additionally, it’s possible that we could have achieved some more of our stretch goals, as we achieved our core functionality early in the Sprint.

We are quite satisfied with our performance in Sprint 2, even with the major drawback of losing work, and look forward to applying similar tactics and practises to sprint 3.