**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 completing sprint 1 and find out we gained great marks, our team furthered making bigger contributions to the sprint 2. Each member performed their own role well, with all members finishing the task that they were given before the regular meeting. 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, development team performed their own workloads according to the sprint 2. All members were still aware of their responsibilities and communicated their progress primarily via Facebook Messengers, 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 got an unexpected shut-down on the university workstation whilst working the sprint 2. Whilst we were pushing our final build of our Django website. We tried to recover it, but we were left with our last commit from the night before. Right after the power problem occurred, we informed the client of the situation and took appropriate steps to trying 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.

As we aimed to deliver the best possible project in the sprint 1, we were constantly revising code and contributions through Github and showing each other idea’s 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 instead of a group. 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.

Conclusively, 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.