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 1

Our team performed the sprint well in our allocated roles. These roles were flexible, with all members contributing to most elements of the project. The role of scrum master was jointly performed and rotated, allowing us to stay on top of the workload. All members were aware of their responsibilities and communicated their progress primarily via Facebook Messenger, as well as GitHub READMEs and commit descriptions.

We communicated frequently with our tutor, Ben, in order to clarify the requirements and objectives of the project. We were consistently informed that we were on track and making good progress. We started the sprint off slowly but quickly recovered, as indicated by our burndown chart. This is not due to a lack of activity, but rather how we designated task points. Likewise, we were able to demonstrate all of the workshop homework on time.

We used GitHub for version control, which was moderately successful. At times, improper use of branches and commits led to a messy development environment. We attribute this to our inexperience using the platform. Another related issue that we had was the use of absolute paths in some of our code, leading to errors when used on other systems. We alleviated this issue by using relative paths.

We aimed to deliver the best possible project, and so we were constantly revising our design schema and contributions through a peer review process in order to attain the highest quality. Members actively sought feedback and were provided with constructive criticism. We frequently engaged in group discussions about the direction of the product as a whole as well as individual elements.

As a whole, we are quite satisfied with our performance in Sprint 1 and look forward to employing similar tactics and practises going into Sprint 2.