

# Fourth Sprint Final Activities Report

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## Introduction

As always, we begin by reminding the readers that this is intended as an increment (pun intended) on our previous reports. The structure is what by now has become the standard, split between product and process (i.e., Sprint and Retrospective).

## Sprint Review

### Duration and Approach

Because of our previous gripes with final activities, and how rushed we felt at the end of the sprint, we decided to shift our approach slightly. The duration was in line with our last Review (40-45 minutes), and we still completed the product state activity, but the focus was on the team feedback, more than the product state itself.

### Workflow State

We identified a growth in 6 alphas; this was a snowball effect from both the end of our project and the feedback we received from the Product Owner (although we had a bit of a rocky meeting, finding one of our major bugs). These two main factors resulted in a growth in Stakeholders, Opportunity, Software System (where we would like to make it clear performance is acceptable, but mainly for low volumes), Requirements, Way of Working, and most importantly Work.

### Video

At the time of writing, we have yet to record the video for this sprint: the reason for this is that the changes in this sprint were so radical, from a UX point of view, that we're finding it difficult to condense it in an easily digestible video. At the same time, when this report will be read (also, at the time of writing), the website to test it on will be ready, so I'm sure the POs will have all the chances they want to test it. The website showcases our work in all fronts: the UX has been completely redesigned, streams are automatically started in background, email notification was reworked (and moved to the server), coordinates are now included on the map, instead of a separate textbox, the website has both a dark and a light theme, you can filter the list to only show tweets that are relevant to you, and lastly, tweets are not lost by leaving the page (as long as cookies aren't cleared).

## Team Feedback

During this review, we all agreed that sharing the team's feedback was in fact a better way to voice our opinions than most other "serious games" or activities. In my opinion, though, this was not always the case: although the dev team was very open about their doubts and trophies in this fourth review, this was not the case in some of the earlier ones. This is why I believe the Review and Retrospective process should evolve together with the team, as games and activities make it easier for the team to open up but stifle how direct they can be in their answers. Here are a couple of extracts that highlight how the team is satisfied about our result:

"We successfully built a fully functional and rich user interface with an overall complete user experience"

"We completed all the stories we agreed upon, and the final result is quite impressive, although with

more time we could have done even better”

“We actually got a lot done! it was supposed to be a chill sprint focused on workflow and final reports, but A TON of code was added, which made us move the deadline. worth it though!”

## Sprint Retrospective

### Practice Patience

Once again, we completed the Practice Patience serious game, with an especially low amount of patience involved. Due to an overbooked schedule, during this game in particular only three members were available, but we made sure to get feedback from everyone else as well. There are three main takeaways that differ substantially from last sprint’s Retrospective, and which made us move cards around.

The first one is about the definition of Done. At the end of the sprint, due to the different possible conditions our software was being run in (different browsers, development vs production, different machines) I realized I needed to make sure to have a coherent test setup for all members: to achieve this, I wrote a simple list of things that everyone needed to try before being allowed to say “I tested it and it works” (since this has been a problem in previous sprints). This simple setup worked quite well, as at least we could make sure all features were tested (even though we all know an automated test setup would have been the best option, we decided it was not feasible).

The second one involves the meeting with the PO, and just notes that, although the meeting went so-so, it allowed us to find a sneaky bug and got us some useful feedback from the PO (in particular, we enjoyed the hard-earned praise!).

The third one still represented an improvement, but the decision to move it to a yellow position was merely based on a majority rule: it is about the Sprint Backlog management. During this sprint, possibly because of the time of year (Christmas and all that) or maybe because of very few pauses in-between sprints, task management was... a step down from last sprint, to say the least. At the same time, 3 out of 5 members were absolutely on point, so to be fair it was still good enough to be in the yellow.

### Team Feedback

Just like in the Review, some of the most interesting points were raised in the feedback section. Here are some of them.

“I had to work harder in this sprint because the UI restyling was more complicated than I expected and also the holidays and the exams didn't help with keeping me focused”.

“Unfortunately, we all struggled to focus equally on the project due to holidays and exams. Still, we managed to achieve the goal and solve a lot of bugs in the meantime.”

“Thanks to the process we used, we managed to best manage the project: in an easy way we shared the tasks and, giving constant updates to the rest of the team, we were able to know the progress of the project at all times”. I included this feedback because it was one that was completely unaffected by my own view of things. With it, I realized I should have withheld my own judgment until the end, as I think my role as coordinator influenced the other team members.

“This sprint was a bit of a letdown compared to the third. the dev team was a bit tired (understandably) and unfocused (exams + Christmas didn't exactly help), so it got a bit messy”. If it wasn't clear, this was my feedback to the team. Still, the increment we produced was probably the largest one yet, so we valued PO satisfaction over the dev team's small mistakes with process management. This means that, although it went OK for a single sprint, the fourth sprint's setup would not have survived another sprint.

## Conclusion

This report was the hardest one to write, as, for once, I did not find the dev team to improve compared to last sprint. At the same time, productivity was still very high, and the mishandling of the “process” was not serious enough to warrant jeopardizing the product's completion. In the end, the increment we produced was quite impressive, and I can't fault any of the team members for slowing down on the scrum side, especially considering all the coincidences I have outlined so far.