# Sprint Retrospectives

Retrospective of Sprint 1

The first sprint was a success. All of the goals were achieved with testing in place for all user stories.

The achieved outcomes are as follows:

- Database created (code first)
- Tournaments could be added to/removed from the database
- Teams could be added to/removed from the tournaments
- Tournament and team names could be updated
- A GUI enabled interaction with the database to achieve the above

The following image is a screenshot of the project board at the end of sprint 1:
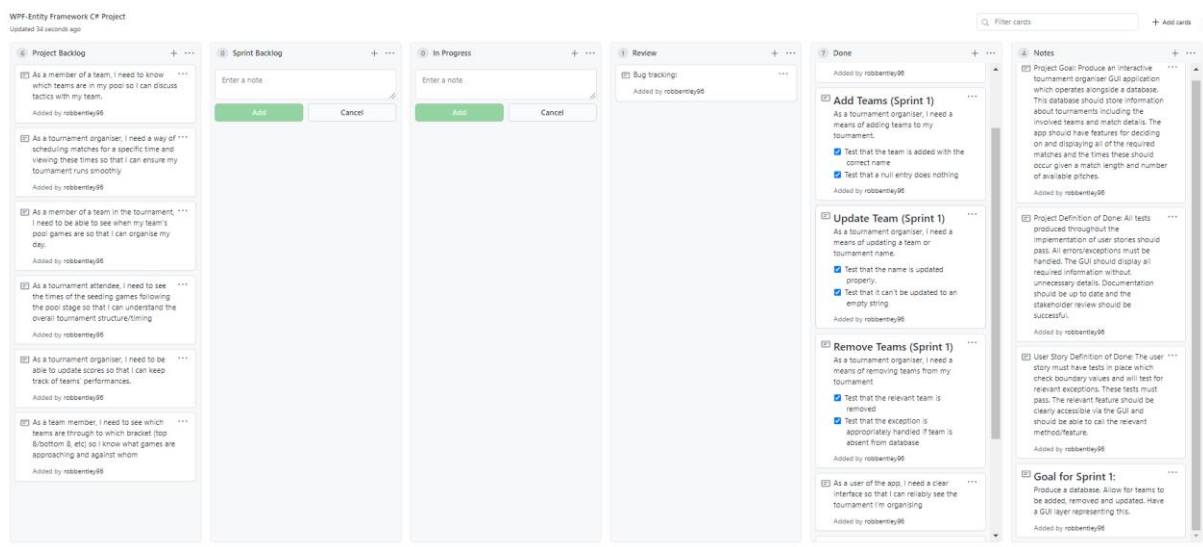
Progress was consistent throughout and no bugs were found during the first sprint.

Moving forward, I should aim to keep progress as consistent as in this sprint to ensure that plenty of features can be added in time for the end of the project. Additionally, I should keep things well managed.

Retrospective of Sprint 2

The second sprint highlighted a few blockers compared with the first sprint. The tasks of the second sprint were built on the foundations of a successful first sprint. This sprint featured both success and failure. The majority of the user stories were completed but there were some remaining.

The achieved outcomes are as follows:

- Teams were allocated a seed as they were created
- Teams could have their seed altered by the repeated use of the GainSeed and DropSeed methods.
- The above methods could be interacted with in the GUI for easy seed manipulation
- Teams could be split into pools according to their seed, ready to have games scheduled

The following outcomes were not achieved:

- Scheduling of pool games

The following image is a screenshot of the project board at the end of sprint 2:
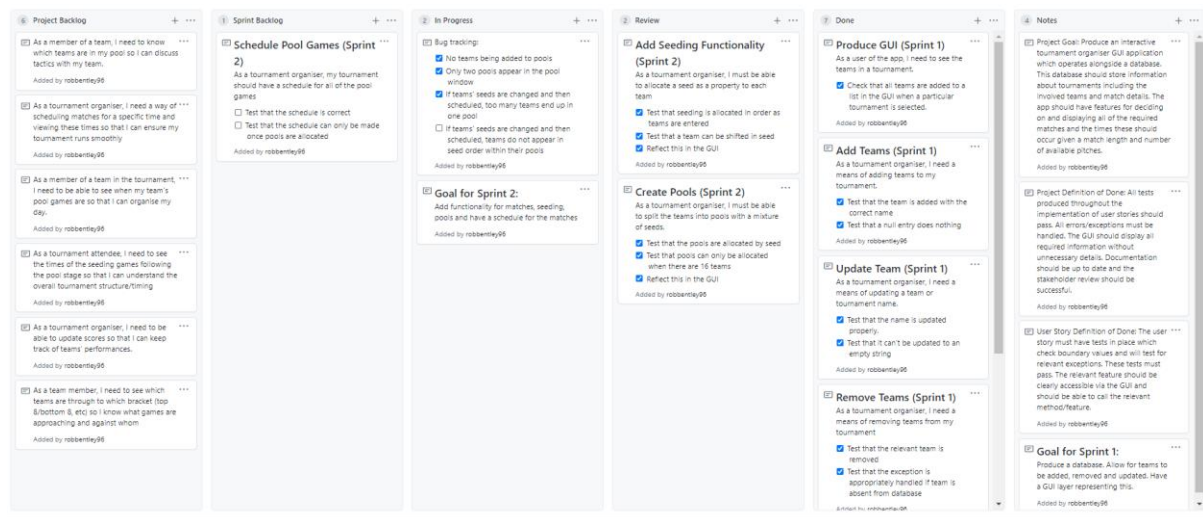
The reason this could not be achieved is that both the process of allocating/manipulating seeds and splitting the teams into pools were more intricate and time-consuming processes than expected. Several bugs were found along the way including pool sizes being inconsistent if the seed had been altered. The only outstanding bug at the end of this sprint is that teams do not always appear in seed order in their pools.

In the final sprint, I aim to pick up the leftover user story of scheduling pool games and tackling as many remaining user stories as possible whilst keeping up with effective testing whilst writing well-structured code.

Retrospective of Sprint 3

The final sprint was more successful than the previous. Realistic goals were set at the beginning of the sprint and these were achieved. In the event that all goals were achieved early, there were remaining items in the project backlog which could have been taken on but this was not the case which means there is the potential for future development.

The achieved outcomes are as follows:

- Matches could be created/deleted
- Teams could be assigned to matches with a time
- Matches can be automatically scheduled by looping through all the pools and scheduling games at the default of every 25 minutes (starting at 9am)
- Matches are scheduled for the second day; however, this is a pre-set function which cannot be customised
- The above scheduling features were implemented into the GUI

The following image is a screenshot of the project board at the end of sprint 3:
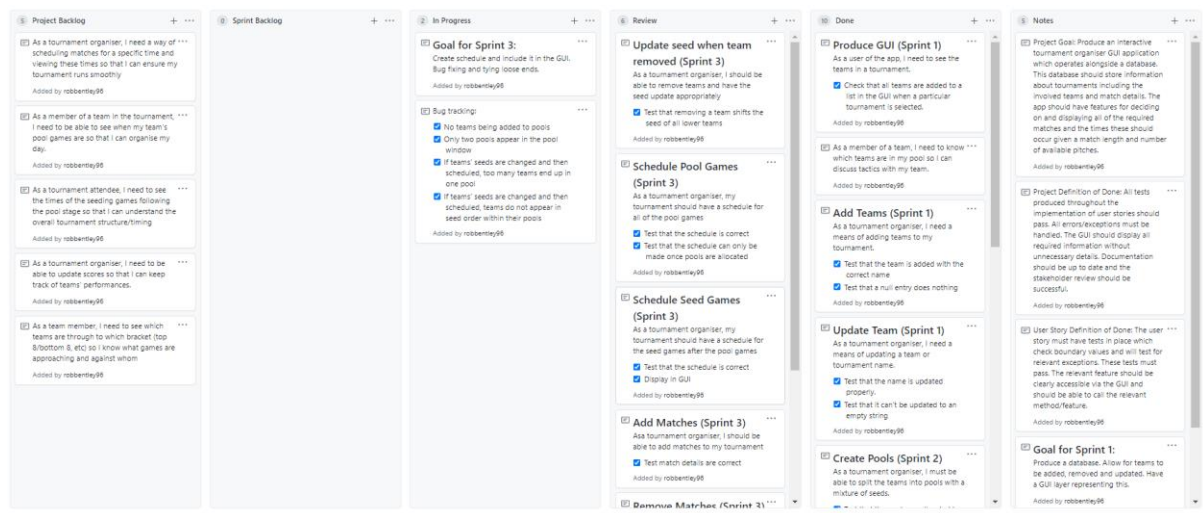
The work achieved in this sprint enabled the app to function as intended. There are still features which can be added including allowing for customisation of timing (game length and start time) as well as the possibility of inputting scores so that the whole tournament can be tracked through this app. These are features which will be added in future revisions.

Project Retrospective

Overall, this project was a success. An app was created which has all the necessary functionality to achieve its intended purpose. The project was well managed with time split appropriately between developing the app and testing. There are a few features which would have been nice to add but these missing features do not compromise its purpose and can be added at a later date to improve the app. If I were to attempt the project again from scratch, I would put more time into planning the sprints initially so that there are fewer unexpected issues as I progress through the sprints.