Bookero

Team: Thursday Group 8

Sprint: 2
Date: 12/09/2021

Attended:
Scrum Master: Kartik Kumar
Product Owner: Dipto Pratyaksa
Development team: Aaron Fisher
                 Shreshta Ghosh
                 Oliver Andrew Hale

1. Things That Went Well

Every member knew exactly what they needed to do and how they needed to do it.
The team is not well aware of what we are trying to accomplish.
The design is clear to the dev team and they seem to work faster as they get to know the Bookero app better

Every member of the team contributed actively.

Group meeting efficiency improved, we were able to get more work done is less group work meetings. The lessons learnt from the previous Sprint Retro were implemented very carefully.

2. Things That Could Have Gone Better

Front-end and Back-end cohesion could have gone a bit better. Some of the things were showing signs of working in the backend but not in the frontend and the vice versa. We ran into some merge conflicts, proper usage of git tools should've been ensured

3. Things That Surprised Us

The usefulness of tools like Git, Jira and Docker was outstanding in delivering this project faster than expected

4. Lessons Learned

Git conflicts should be given more attention and making sure no overriding happens branch rules must be implemented in Github

5. Final Thoughts

Things to keep :

Enthusiasm, group communication and the work ethic of the team
We should remain our communication tool (Teams) for next assignments as they
are useful. We should keep our team work and working spirit always strong to face
more difficulties in next sprints.

Things to change :

Team error tolerance towards Github