Bookeroo Sprint Planning Notes
Team: Thursday 10:30 Team 6

Sprint: Sprint 0
Date: 12/08/21

Attended:
Scrum Master: Kim Ta
Testing: Megan Dalton
Product Owner: Dipto Pratyaksa
Development team: Declan Baker, Dineth Abeysinghe

1. Things That Went Well

- We formed our group and started work in a timely manner
- Every member attended every meeting, allowing us to work out issues in a timely manner
- Where certain roles had less work they helped out with other areas
- Scrum team supported the team well, encouraging without dictating
- We problem solved within the group when a member had a question/concern, giving each of us a better understanding of the project

2. Things That Could Have Gone Better

- Some weeks we had difficulty finding a meeting time to suit all members
- We took a little long to elicit requirements
- We initially did not take into account the microservice architecture when setting up our project
- Had to reconfigure our git repository to follow the gitflow workflow
- Initially our communication was split across a few platforms before transitioning to slack

3. Things That Surprised Us

- Pleasantly surprised at our ability to co-operate as a team and support each other
- Misjudged that amount of compatibility issues when setting up a hosting environment
- How useful it can be to get a greater idea of the architecture (microservices, REST) before conducting any initial setup.

- How creating robust user stories helps with every other aspect of sprint planning

4. Lessons Learned

- To create robust user stories
- To properly understand the architecture before commencing on any technical tasks
- Get an early idea of everyone’s schedules and where possible find a consistent time to meet
- Spend time early on understanding the requirements so that we may clarify any confusion in a timely manner

5. Final Thoughts

Keep our:

Good work ethic

Supportive team environment

Robust user stories

Change our:

Approach to eliciting requirements

Order of setup, understand architecture first

Scattering of communication across multiple platforms