Bookeroo Sprint Retro Notes
Team: 6

Sprint: 1
Date: 05/09/21

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

1. Things That Went Well

- All members were present at all meetings, which maintains consistent communication and establishes trust amongst the group
- We learnt the SpringBoot framework and applied it to the project
- We implemented a functional login and registration feature, which actively stores/saves and retrieves data from the database
- We connected the front-end, back-end and database of the app and integration was successful

2. Things That Could Have Gone Better

- As a new scrum team, there was a sense of unfamiliarity amongst the members in regards to everyone's skills, knowledge and capabilities
- All members lacked experience in Spring Boot and had to learn it
- Some members had experienced technical issues when using Microsoft Teams, but wished to be present, which led to holding meetings on an alternative platform
- The team was informed during the sprint, of a new base code to replace the current base code, which employs a microservices architecture
- Some implementations will be regarded 'in progress' in the product backlog sheet, and are not included in the burndown chart and velocity data for this sprint because microservices have not been used
- The team remained unfamiliar with microservices architecture, but plans to improve for the next sprint

3. Things That Surprised Us

- We were surprised with the SpringBoot framework, as it provided an organized architecture to navigate through the different components of the project
- We were also surprised with the challenge in learning the framework along with learning the microservices architecture
- We had underestimated our capability to adapt to the new tools and processes we are required to use in developing the app, which had impacted on our plans and estimations for the sprint

4. Lessons Learned

- We learned to not underestimate the importance of learning unfamiliar processes and tools, and that more time should be spent on refining our understanding and skills in practice
- We acknowledge our inexperience with the new tools, so that we can work to improve for the next sprint
- We learned the benefits of using microsystems over a monolithic architecture for when an application has a high level of base complexity

5. Final Thoughts

- Things to keep
  - Consistent presence and communication between all team members during meetings
  - Trust amongst team members
  - Working integration between the significant components of the app: front-end, back-end, database

- Things to change
  - To not underestimate the importance of learning SpringBoot and microservices
  - Increase effort in making sure we understand all the uses of the tools we are provided before attempting implementation
  - Address and clarify difficulties earlier