

Sprint Retro Notes

Team: Team 2

Sprint: 3

Date: 11/10/21

Attended: Justin John, Daniel Marmion, Mohammed Mousa, Rylan Koneri

Scrum Master: Mohammed Mousa

Product Owner: Dipto

Development team: Justin John, Daniel Marmion, Mohammed Mousa, Rylan Koneri

1. Things That Went Well

- We completed more features, particularly searching and signing up
- We regularly scheduled and attended meetings
- We made progress on other features, such as individual book pages
- We understand the base code and integration, making it easier to add new features that require integration between the frontend and backend

2. Things That Could Have Gone Better

- We possibly could have completed more user stories
- We could've changed to MySQL sooner and split the microservices up.

3. Things That Surprised Us

- Having a multiple-day take home exercise surprised us, and took away a lot of time that we have allocated to working on this assignment

4. Lessons Learned

- Plan around other assignments taking longer than expected

5. Final Thoughts

Things to Keep

- Our regular, scheduled meetings
- Regularly updating each other on how we are going and what we have done
- Our sharing of resources from YouTube/the internet that are useful to understanding different technologies

Things to Change

- Making sure we are getting user stories to/close to completion by the end of each sprint

