Sprint Retro Notes
Team: Team 2

Sprint: 4
Date: 23/10/21

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, specifically the ability to view individual books, the sign-up/log-in of users, addition of new books and finalizing the implementation of the search bar.
- We regularly scheduled and attended meetings
- We finalised any refactoring of the code that was needed
- We ensured all documentation was completed and up-to-date for the final submission

2. Things That Could Have Gone Better

- We possibly could have implemented more features to our application

3. Things That Surprised Us

- How quick the sprints felt due to the amount of assignments each member in the Scrum Team had to deal with.

4. Lessons Learned

- To ensure planning is done straight away so any confusions can be cleared up in the initial planning meeting for future projects.

5. Final Thoughts

Things to Keep

- Our regular, scheduled meetings in future projects
- Ensuring communication is always done within the Scrum Team

- Our sharing of resources from YouTube/the internet that are useful to understanding different technologies

- Our knowledge of how the scrum process is maintained for future projects.

Things to Change

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

Sprint 4 Burndown Chart