

BOOKEROO Sprint Planning Notes

Team: Fri1030-Dipto-Group3

Sprint: 0

Date: Fri 10:30 13/08/21

Attended:

Scrum Master: Jeffrey

Product Owner: Dipto

Development team: Jeffrey, Mohammed, Allister, Ross

1. Things That Went Well

Team proactively studied our coming coding frameworks.

Regular meetings (2x a week).

All members fulfilled their assigned tasks.

All members showed a positive attitude and determination to succeed.

2. Things That Could Have Gone Better

Scrum master believes that developers could have written more consistent acceptance criteria and user stories following "given - when – then" and "as a – I want – so" formatting.

Greater team collaboration on the wireframes + input for the user interface.

3. Things That Surprised Us

1. The team was surprised by the fact that we would need to learn both React and Spring Boot, both of which neither of us had any prior experience.
2. There were many user stories that needed to be written since there are 3 different types of users.

4. Lessons Learned

1. Learning by doing was very fruitful in developing our confidence with these frameworks. Our team committed to taking the LinkedIn Learning courses in order to hit the ground running in sprint 1.
2. You do not always have to make 3 copies of each user story for each user type. If the feature is common between the user types, then we can merge that into a single story e.g., log-in.

5. Final Thoughts

Things to Keep

- Regular meetings with full attendance were very productive in keeping the project moving.
- Honest feedback and communication among team members.
- Giving each member the platform to lead a part of the project.\

Things to Change

- Balancing work fairly among team members
- Checking in on other team members to provide advice/assistance with their sections of work
- Going over each other's work and providing feedback and improvements.

