BOOKEROO Sprint Retrospective Notes

Team: Fri1030-Dipto-Group3

Sprint: 1

Date: 21/09/2021

Attended:

Scrum Master: Jeffrey

Development team: Jeffrey, Mohammed, Allister, Ross

## 1. Things That Went Well

* We all kept up with weekly stand-up meetings.
* Delegating tasks and priorities to each team member.
* Completed all user stories in sprint backlog as well as doing parts of extra user stories given by product owner (shopping cart and PayPal)
* Honest team communication regarding expectations and deadlines from each member.

## 2. Things That Could Have Gone Better

* Dev team should have written tests after completing each feature
* Dev team should have utilised git-flow more effectively, merging and pushing completed features to develop branch.

## 3. Things That Surprised Us

* To write our tests, learn the testing libraries was a challenge. Some of the challenges we faced were:

Front-end – Being able to test components which are connected to Redux.  
Back-end – Being able to effectively mock ‘service’ instances which have ‘@autowired’ annotations.

* We experienced some tough periods during this sprint with Mohammed and Allister falling ill. Productivity fell drastically for a while.   
  In a regular sprint, we would have finished the Sprint falling short of the estimated sprint velocity. Thankfully we received an extension for the assignment.

## 4. Lessons Learned

* It is much easier (and much better practice) to write tests before or directly after writing code for a feature. We will enforce this rule for our team members to follow in the future.
* Things happen so we need to quickly adapt. When two of our members could not work, the rest of the team (Ross and Jeff) were not aware of their situation. Members need to inform the rest of the team about any events preventing them from working so we can cover for each other.

## 5. Final Thoughts

We want to maintain the great productivity of this development team. We exceeded our sprint backlog, so we hope to take on more user stories next sprint.

Group communication about technical details was good. Helping one another out this way allows everyone to learn simultaneously and prevents a developer from running into the same problems as his colleague in the future.

We need to make sure we communicate everything with each other. If someone is sick or can’t work for any reason, we need to tell the scrum master so we can adapt quickly.

Tests need to be done along side feature coding. This saves time in the future.

## 6. Burndown Chart

**By Issue**

Graphical user interface

Description automatically generated with medium confidence

**By Story Points**

