BOOKEROO Sprint Retrospective Notes

Team: Fri1030-Dipto-Group3

Sprint: 2

Date: 22/10/2021

Attended:

Scrum Master: Jeffrey

Development team: Jeffrey, Mohammed, Allister, Ross

## 1. Things That Went Well

* Kept up with weekly stand-up meetings and regular text-chat communication
* Completing delegated tasks to finish the sprint.
* Completed all user stories in sprint backlog.
* Deployed the app onto AWS via an EC2 instance and RDS instance.
* We all wrote tests for our code immediately after writing the code itself. This means we have learnt from our lesson outlined in the last Sprint Retro.
* Better involvement in git-flow, committing regularly, and using branches.

## 2. Things That Could Have Gone Better

* The development slowed down near the end of the Sprint as it felt almost complete. Members should have been more proactive with doing whatever finishing touches required.
* Frontend teams were sometimes waiting on the backend to fully integrate and test their functionalities.

## 3. Things That Surprised Us

* We were expecting AWS credits to deploy our application. However, we were constrained to the free tier. This is something that can happen in the real-world such as impromptu budget changes. To work with this limitation, we created a single EC2 instance running our entire application.
* The application is slower than we(as developers) like, but at the end of the day it is what the product owner decided.

## 4. Lessons Learned

* It is better to have a steady, constant rate of development so that deadlines can be met as expected. This is obviously not always possible especially in Agile.
* Whatever feature you are working on, try to commit working prototypes to develop branch so that the other developers can at least test parts of the feature.
* As a front-end developer, spend some time making dummy data before coding. This way you can test the components independent of the backend.

## 5. Final Thoughts

We are all very happy to have wrapped up the final sprint, with a viable product for the customer, Bookeroo.

Group communication continues to be key for coordinating the completion of the Sprint. Our team collectively changed our behaviour based on the recommendations of the last Sprint, such as using GitHub more effectively, and writing tests alongside coding. This is indicative of a good team environment which is highly adaptive to change.

In the end we still had some issues such as being consistent with development output and people from different departments waiting on one another. If we were to have another sprint, we would aim to work on these problems.

## 6. Burndown Chart

