

Retrospective Activity

Upon reflecting on our work from iteration 2, we came up with a number of different aspects of our project development that we would have liked to improve on. A few of them were more technical, such as giving ourselves more time for testing, review, and implementing more functionality, but we agreed that the one aspect that could encompass all of our suggestions was the idea that we would like to improve our discussions around developer tasks. In iteration 2, we created the documentation for developer tasks after we had completed most of the work — making them more of a summary of what had been completed, than a list of tasks to complete. This also hindered potentially meaningful discussion about how to implement the developer tasks and the expectations about them before we began working. We decided that some ways we could improve this, is firstly, to begin iteration 3 with creating the developer tasks before most of the work is begun, and to clarify the expectations around them so that all team members are on the same page whether they are working on that task or not. We also discussed giving more precise time expectations for each developer task to help manage our time.

The success of our improvements upon this aspect of development at the end of iteration 3 will be evaluated by comparing our developer log with respective developer tasks and checking if our time estimates were accurate. Other measures of success will be if we implemented the developer tasks we set for ourselves, felt we had enough time to thoroughly implement tests and have project reviews, and if all team members at the end of this iteration feel they had a good understanding of the tasks discussed at the beginning and what was expected as an outcome of the tasks.