COMP9900 23T3
Information Technology Project

Retrospective B

P23 Web Platform for Connecting Professionals with Projects

Group Number: 9900M13AOKBUDDY
Submission Date: Friday, 3th November 2023

Meeting Date: Monday, 30th October 2023
Meeting Time: 2:30 pm - 3:30 pm

Members present:
Vincent Julio Jap, z5218165
Eric Li, z5191532
Nicholas Jovanka, z5471931
Satrio Raffani Raharjo, z5467103
Sheina Edeline Tengara, z5190299

Table of Contents

How effective 'things to try' from Retrospective A were at improving the teamwork process.

HE – Highly Effective, E – Effective, NE – Not Effective

Item	Assigned Member	Effectiveness
Communication: Weekly stand-up so individuals can report their progress and make sure that everyone knows what they need to implement, preventing duplicates of work.	Everyone	**HE** – The team regularly meets and share their updates which increases the team's productivity.
Communication: Updating other team members in the same sub team (Frontend/Backend) every time a user story or feature has been completed, or when someone has pushed to GitHub.	Everyone	**HE** – Daily updates are done using Messenger group.
Feature testing: Check that front-end and back-end are correctly integrated and tested thoroughly.	Everyone	**HE** – All features in the backend are tested thoroughly before integrating it to the backend.
Team Review and Feedback: Individuals need to offer feedback for each other to improve the overall quality of software.	Everyone	**E** – Feedback is done separately for the backend team and frontend team.
Pair Programming: To enhance the understanding of each individual component, pair programming could be implemented to reduce the integration risks.	Frontend: Satrio, Sheina Backend: Vincent, Eric, Nicholas	**E** – Instead of pair programming, the team had in-depth discussion on each features ensuring that every member fully understands the feature before integration.
Demo Preparation: To improve the quality of the progressive demo, we will increase the amount of time allocated for its preparation.	Everyone	**HE** – The team simulates a practice demo while tracking the time ensuring that there will be plenty of time to explain each feature clearly within the time limit.

What went well?

Equitable Work Allocation

A key achievement of this sprint was the uniform assignment of sprint issues to all team members. This practice guaranteed that each person was equally accountable and engaged in the development of the proposed features, fostering a unified and productive work process during the entire sprint. Team members could concentrate on their specific responsibilities without feeling overburdened, ensuring the swift and successful completion of all tasks in the sprint.

Backend Achievements

The backend team managed to finish and test all API functions thoroughly listed in sprint 2. This approach ensured that our APIs are robust, reliable, and free from critical issues. Our team is also able to complete most of the sprint 3 backend issues in advance, allowing the backend team members to allocate time in the future to help the front-end team to ensure speedy and accurate delivery of proposed tasks.

Frontend Accomplishments

The frontend team effectively translated and accurately replicated the designs created in Figma. The web frontend development flowed seamlessly, with pages being finalized and integrated with the backend API functions, guaranteeing consistency between the initial vision and the final product.

Completion of Sprint 2 Items

The team successfully accomplished every task outlined in Sprint 2, consistently using and checking Jira for task management and progress tracking throughout the development process.

Early Start

We made substantial progress separately in both frontend and backend and were able to start creating features and API endpoints that may be linked to sprint 3.

What did not go well?

Increased communication required between Frontend and Backend teams

During the integration process of sprint 2, there has been some instances of miscommunication between the frontend team and the backend team which caused some delays.

Things to try to improve in the next sprint:

Item	Assigned Member
Communication: Weekly stand-up between Frontend and Backend teams to prevent miscommunication which leads to less delays.	Everyone
Demo Backup: Prepare a video demo for backup in case unexpected error occurs during the real demo.	Everyone