

Sprint Retrospective 7

Main problems encountered

Problem 1

Description: We had a lot of tasks that couldn't be done before other tasks had been done. We had overlooked this a bit when dividing tasks which created the problem that some people couldn't do much until other people had finished their tasks. For example, to test some of the modules they had to be implemented first. And to implement some of the modules, the connector had to be modified first.

Reaction: We switched some tasks around and some people worked on tasks of someone else. This was a good solution and didn't give us too much trouble since we were working at *drebbelweg* together most of the week and we had plenty of time to discuss things.

Problem 2

Description: The reviewing of some pull requests takes a lot of time. This caused some frustration this week. Our fix for the upgrade buildings PR has been open for almost a week and is still open. Some groups don't respond at all at pull requests on github and don't respond on slack either when we ask groups to review.

Reaction: To make sure we didn't lose too much time this week. We've been building environments from different PRs to create modules in separate branches so that we could implement functionality before it was merged. On Friday we've also merged the upgrades PR into a separate branch to create an environment with this functionality.

Problem 3

Description: We weren't using a consistent code style for our goal code until this sprint. We got some feedback on that from Sander about this. Variable names were unclear and indentation was inconsistent.

Reaction: We did some refactoring for our code and changed a lot of indentations and variable names. Also we try to pay more attention to this when writing code from now on, which is easier now it is consistent in the rest of the code.

Adjustments for the next Sprint Plan

Look more at dependencies between tasks when splitting them among the team

When dividing the sprint tasks to our different team members, we have to check for dependencies between different tasks so that each team member has several things to do without waiting on other tasks. This prevents that some team members can't do much until the end of the sprint.

Keep a consistent code style throughout our goal code

Now that we refactored the code a bit after the feedback, we try to keep the style consistent when we make changes to the code. Our code looks a lot better because of this and we are going to keep it that way till the end of the project.