SPRINT REVIEW / RETROSPECTIVE

Sprint 6

DATE: 13/08/2018

SPRINT DELIVERABLES

Github Status:

https://github.com/DanWoodNZ/Glance/tree/d7b98b972e2136df54cab1240db82d9 e82f63181

THINGS THAT WENT WELL

We were able to have a lot of group working sessions, where we able to partake in some pair programming which helped productivity and assisted the team in solving some difficult UI interaction stories. Were also able to have a meeting with our client and mentor in the sprint timeframe, which enabled us to collect feedback and make course corrections to some element of the UI, saving us from scrapping work that might of otherwise been undertaken.

THINGS THAT COULD'VE GONE BETTER

The applications were successfully hosted from a cloud server, however, this ended taking up a lot of time because of our inexperience with cloud architecture. The documentation outlining the processes taken to deploy the instance is not currently robust enough to support deployment by all members of the team. This will be an important next step so we have the power to deploy the application as needed.

LESSONS LEARNED

It is important to maintain robust documentation to make it easier to repeat actions that may need to be done again later. For instance, it is important to track all the dependencies used to run the application, so if we need to spin up a new server in the future, we have an easy to use reference that will enable all members of the team to perform this task. Robust documentation is also important for coding, so that time taken to navigate through the code base is minimised, and team members are sufficiently supported when trying to understand new application functionality.