

# SPRINT REVIEW / RETROSPECTIVE

*Sprint 11*

DATE: 12/10/2018

## SPRINT DELIVERABLES

Github Status:

<https://github.com/DanWoodNZ/Glance/tree/070422819b2daac1a146ce0314e21ed4b7fddaff>

## THINGS THAT WENT WELL

We managed to complete our last small-scale development jobs. Using his previous experience with deployment, Junha Yu was able to easily set up another cloud test environment for us to host our application in, so there was no risk of us exposing Bulletproof client work to the client.

## THINGS THAT COULD'VE GONE BETTER

Did not deliver a final version of the poster, meaning we will have to continue working on it quite actively all the way up to the poster deadline. Some members of the team struggled to effectively contribute to the poster, as communication about how we planned to delegate poster tasks was lacking.

## LESSONS LEARNED

A familiar lesson about the difficulties of delegation. Often very difficult to get everyone on board, especially towards the business end of the project. We feel that effective delegation and communication will be ongoing issues moving

forward into the industry. Our advice to people with these issues is to keep communication to the highest level possible without actually disrupting work. This way the whole team can make sure everybody always has a task to work towards and nobody is waiting around for delegation.