

SPRINT REVIEW / RETROSPECTIVE

Sprint 8

DATE: 18/09/2018

SPRINT DELIVERABLES

Github Status:

<https://github.com/DanWoodNZ/Glance/tree/e16f548595d517876d1aa550ac396ec65566d58a>

THINGS THAT WENT WELL

Completed all planned user stories without having to work any additional hours. A good indication that we have successfully adapted as a team to our abilities and are making far better estimates that we were capable of making at the beginning of the project. We utilised very effective pair programming to solve the UI difficulties with allocations boxes we had the last sprint. Working in pairs really enabled us to work quickly and problem solve complex issues more effectively than working alone.

THINGS THAT COULD'VE GONE BETTER

As a team had a few communications issues in regards to who was working on what. In our sprint planning meeting, tasks were not sufficiently allocated to clarify any confusions from multiple members working on the same set of user stories. Although we manage to clarify this issue before the end of the sprint, it likely resulted in some lost time early on.

LESSONS LEARNED

User stories are incredibly helpful for software development, but it is likely that these stories need to be broken down into actual pieces of work, that can be allocated and estimated with real-time frames (hours, days, weeks) at daily stand-ups/sprint planning meetings. As a team, we will attempt to really clarify what each team member is planning on working on with technical detail, so we can be confident everyone has work to do at the conclusion of the meeting.