

Team: Vroom

Sprint: 4

Team:

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1. Things That Went Well

What went well? What the team is happy about?

- *There were some changes in the span of the project, such as missing requirements and changing database schema. Despite that the team has managed to deliver the specified features and passed all the tests for the changes.*

2. Things That Could Have Gone Better

What could have gone better? What the team could improve?

- *For the payment process, the team only integrated the PayPal sandbox. This is a virtual testing environment. Therefore, we only authenticate dummy accounts instead of the real PayPal accounts.*
- *The team were a little bit behind schedule this sprint. At the end of the sprint, we have one incomplete feature*

3. Things That Surprised Us

What wasn't expected?

- *For the password resetting function, sending email with Mailtrap requires the team to pay an amount of money. The team has decided just to simulate the process, instead of paying for the service.*
- *When we were working on the payment process, we experience that we had missed giving prices to cars. Therefore, we could not ask the customers to pay for their booking without knowing the price of the cars. To resolve this, we added the price attribute to our database schema.*

4. Lessons Learned

What you learned from the above points?

- *When the team nearly reaches the end of the project, we learned the importance of the documentation. Documentation should be an ongoing process and should be detailed. These documentations are very helpful in improving team's efficiency, traceability and the demonstration of the product*

5. Final Thoughts

Things to Keep

- *Documentation is crucial*
- *Any change to the project should be consider carefully, well documented and re-tested*

Things to Change

- *The team should be more careful with time management, so that every feature is delivered on time*