Sprint #2 Retro

**Sprint**: Sprint #2

**Date**: 22/05/2020

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## Things That Went Well

We summed up the experience from the last milestone and our “new merged team” has better communication this time. In milestone #2, we started scheduling tasks even earlier, so we had more time. Although we only have a competent back-end developer, the developer has still completed all the product features we want to add, and the product is basically not much different from the plan.

## Things That Could Have Gone Better

Despite all our efforts, our team still lacks enough developers to improve the code, so the code is almost still completed by the single team member. Beside the Junit testing wouldn't work with the code we had implemented so we decided to do extra manual testing

## Things That Surprised Us

Online communication has improved a lot from the last time. Although more complex features need to be added to the project, our team’s developer has also been competent, which is a pleasant surprise for us. The rest of the team cooperated far better than the last time, and in terms of schedule, we felt more relaxed and pressure-free.

## Lessons Learned

This time we are more aware that for teamwork, time management and team communication are equally important. After two weeks of running-in, we have had better communication. Due to the fact that we are a newly formed team, we started to assign tasks in advance to leave more time for follow-up inspections.

## Final Thoughts

## We need to continue to maintain the good habit of assigning tasks in advance. Except for our independent developer, the rest of the members still need to put more effort into practicing coding. Online communication will cause a lot of inconvenience, but as long as the task is allocated in advance, it will reduce a lot of trouble.