Iteration 3 Retrospective

We feel that the largest problem with the second iteration was the stress before the release, which was caused by the repository getting messed up. Specifically, the master branch was broken and we had to desperately fix it the night before. We discussed that the root of the problem was that we left large code modifications to the last minute and we will avoid doing so for this coming iteration.

We felt that something that went well was getting together as a group and finishing the iteration. Unfortunately, we left too many tasks to be completed for that time. This meant we weren’t able to completely finish the code for the iteration, and had left outstanding tasks to finish in the last day before the end of the iteration.

For this coming iteration we will again have a meeting at the end of the iteration, but leave only about three hours of developer work per person for the final work day (the Sunday before it’s due). The majority of the tasks will therefore have to be completed before then so that we have time to complete other work on that day (such as the presentation).

Another decision we made was that there should be an absolute code freeze at least one day before the due date. We feel that having the code freeze will help ensure that there are no last minute bugs and that we thoroughly test what we plan to hand in.

We will deem these changes to our process successful if we measure that during our last day of work together, each developer did at most about three hours of work. By the end of that day, we should also have a complete code freeze for the iteration.