

Retrospective of Sprint Two (31 May 2022)

Group 5

What was done well

1. All stories have vertical slices that pass through all the application layers
2. Trunk based development is applied properly and improved significantly from sprint one in the sense that there were no merge conflicts present.
3. Sprint velocity = $\frac{\text{Num story points}}{\text{Num sprints}} = \frac{35+36}{2} = 35.5$
4. Many pull requests were made to merge to the main branch, and accompanying each pull request was a code review by another project member.
5. There were no code dependencies between group members.

What needs to be improved

1. More comments need to be added where applicable.
2. Linting need to be applied.
3. File names need to be standardized and variable names need to be self-explanatory.
4. The quality of tests must be improved; more database testing needs to be implemented.
5. Better time management should be utilised for each sprint.
6. Well designed, portable code should be prioritized over code that is implemented in a rush.
7. A more consistent UI and mobile-first design philosophy should be prioritised