Retrospective of Sprint One (24 May 2022)

Group 5

What was done well

1. All stories had full vertical slices that passed through all the application layers.
2. We managed to implement seven stories.
3. Sprint velocity = $\frac{Num\ story\ points}{Num\ sprints} = \frac{5 \cdot 7}{1} = 35$
4. All pull requests can easily be traced back to their related issues since the description of each pull request refers to an issue (or more).
5. One must diligently ensure that the login information of the SQL server is not uploaded to the *public* GitHub repo. This is done by using a dotenv file which contains the login information but is excluded by the .gitignore.

What needs to be improved

1. The frequency of merges and pull requests must increase as this will greatly reduce the issues encountered with merges conflicting.
2. Similarly, many large pull requests and merges (taking place in a similar timeframe) must be avoided at all costs.
3. More consideration should be taken for unexpected events.
4. Much more commenting must be added to the files and the coding standard must be followed.
5. Quality of the tests must be improved to ensure that there is a high code coverage.
6. File/function/variable naming must improve. Some files have misleading names and some variables have vague names.
7. Limit the dependency of group members on a specific implementation provided by one group member. This is not ideal since the other group members must wait for the one to finish before they can start.
8. More time should be left for merging, writing tests, and fixing unexpected issues.
9. Well designed, portable code should be prioritized over code that is implemented in a rush.
10. One must ensure that no vscode artifacts are committed to the repo.