

Tuesday May 24 Sprint 1 Retrospective

For sprint 1 we were able to achieve most of what we had intended to do. However, our lack of communication and confusion amongst the members on their allocated tasks caused a lot of delays. Additionally, integrating the code took more time than we had expected. This led to us not being able to meet the set deadlines thus increasing the length of sprint 1.

Stallon:

What went well?

- Single player mode basic game implemented successfully
- Integration of user stories on the main trunk
- No merge conflicts encountered

What went wrong?

- Poor collaboration between group members
- Implemented more than what was planned for sprint one
- Azure deployment done at last
- Poor time management
- Tests done for a few user stories
- Poor scrum usage
- Basic code reviews

What could be improved?

- group member collaboration
- all group members to do assigned user stories in time
- improved usage of scrum board
- continuous deployment (better usage of GitHub actions)
- Better Code reviews

Qhamani:

What went well?

- The layout for the login, registration, home and update information page was well implemented
- The styling for the login, registration, home and update information page was well implemented
- The pages were linked following the user story logic.

What went wrong?

- The deadlines were not met; therefore, the sprint took longer than a week
- There was confusion when it came to integrating the code.

What could be improved?

- The CSS file could use inheritance because a lot of the styling within the different pages is similar
- There is a lack of comments in my code
- Automated testing.
- Planning and time management

Sandile:

What went well?

- Restricting the username length between 4 and 20
- Checking the email format and confirming if it's correct
- Checking if the password requirements are met
- Confirming if the password is the same password
- Integrating HTML and JavaScript was not hard as I thought

What went wrong?

- Fetching the user inputs using JavaScript
- Finishing the sprint too longer than anticipated.

What could be improved?

- Starting the next sprint as soon as we finish the first sprint
- Have meetings very often to update each other on the progress of our respective assigned stories.

James:

What went well?

- Integrating the user registration with the database
- Integrating the user login with database
- Securely storing user passwords in the database by hashing user passwords before storing them in the database

What went wrong?

- The sprint deadline for sprint 1 was not met
- Integrating the code was a lot more difficult than initial anticipated
- Integration of database and update user details page was not completed

What could be improved?

- Time management
- Better communication and collaboration

- Assigning single user story to only one group member
- Automated testing

Miya:

What went well?

- Creation of game rules page
- Integrating the game rules page with the home page

What went wrong?

- The deadline date was not met
- Did not finish implementing the logout button

What could be improved?

- Better communication with the group members about my progress
- Commenting important sections of my code