

Tuesday May 31 Sprint 2 Retrospective

For sprint 2 we were able to achieve our goals of at least five user stories. There was a notable improvement on how the group communicated and worked together. However, due to conflicting schedules and other assessments due, the amount of work done when compared to sprint one was less.

Stallon:

What went well?

- Hosting page for multi-player mode
- Integrating with other parts of code
- Resolved merge conflicts
- Better communication

What went wrong?

- Several sprint two user stories not complete
- Poor time management
- Only a few tests

What could be improved?

- Collaboration s
- Time management

Qhamani:

What went well?

- Created a landing page
- Users are able to play the game without logging in
- Users can logout
- Integrating the code went smoothly
- Better communication amongst the group

What went wrong?

- Working speed
- Lack of testing
- Some user stories are incomplete

What could be improved?

- The styling of the landing page
- My time management
- More testing

- More commenting on code

Sandile:

What went well?

- Doing a test for getting the correct username as input.
- Blocking the routes in case the user tries to bypass the log in
- Communication between group members is better than before.
- Helping each other where one got stuck

What went wrong?

It took long to finish some codes than expected because of other commitments

What could be improved?

Try to work extra time so we can have enough time to review the code and edit where necessary

James:

What went well?

- Deployment Web Application on Microsoft Azure
- Full integration of Database on Microsoft Azure
- A functional keyboard for the user.
- Better Communication amongst the group

What went wrong?

- Work velocity was slower than expected

What could be improved?

- Time management
- Focus on core features first

Miya:

What went well?

- Nothing went well on my side as I could not complete the user stories

What went wrong?

- Poor time management

- Could not complete user stories assigned to me

What could be improved?

- Asking for help when I get stuck
- Time management and sticking to schedule

Work Velocity- The estimated times for most user stories were incorrect, this was due to the group estimating times on the basis that we are full time developers which was incorrect. Future time estimations must accommodate other external work factors not related to software development that require time.