**CS692 - Retrospective Report**

**Iteration:** 1

**Team**: Team 1

**Project** **Manager**: Zo DiSanto

**Application** **Name**: Revolution Art

**Meeting** **Date**: 03/03/2023

Mandatory points to address:

* Velocity (effort) estimation for iterations
* Following the schedule of deliverables
* Slack communication
* Peer-reviews

| **What Worked Well** | **What can be Improved** | **Suggested Improvement Actions** |
| --- | --- | --- |
| * Weekly & Daily meetings * Having a detailed schedule for project deliverables on Jira * Our Velocity estimation was equally planned out between the iterations | 1. More communication on Slack. 2. Didn’t take into account setbacks. This created an issue with following the schedule of deliverables (We had issues with MongoDB & EC2 which set us back a whole week. We didn't account for this and thus, fell behind) 3. More Detailed Planning | 1. Developers should find a time to meet weekly to help being on the same track (every other day/every three days…) Team members work together and should have better communication between them similar to above. 2. Leave some room for error. At least two ‘catch up’ days. 3. If Slack communication was better and included proper peer reviews this wouldn't have happened. Also, some things need to be done in order for another task to be completed. |