Retrospective Notes- 1st sprint

Alan: Learning how the process works in general. In the past we worked in a certain framework: worked on project, went to Brandon to overcome hurdles, keep plugging away, repeat if necessary, merge with Brandon, and move on.

It seemed we had the same tendencies as the old framework. Still working as if we are on our own project, instead of in a collaborative manner.

We did a good job of dividing up the project at the beginning. People got those pieces done. Then the transition to the next step of completion, we sort of faltered. Not sure why…Maybe needed more clarity, more definitive roles, how to tie things together..this is what we aren’t used to doing and it was a challenge. Need more practice with this.

Brandon (Forming, storming, norming, performing)

John: We are all from different backgrounds and have different definitions of terms (what it meant to do x, y).

Everyone grabbed a piece, but we didn’t communicate where front end ends, and database starts, etc. Really define clearly where a line started and stopped. We need more practice.

Learning how to take independent modules and bring them together to a cohesive complete piece.

Ex: When we say prototype it means x. Front end design means x.

If we are doing test-based development, we need some training in that area. Perhaps Alan can provide a few short tutorials on testing syntax.

Small amount of white horsing going on…

Charles: First part went great. Assign more specific tasks or duties. Used Jira in the past to know where they were in their development phases. Look at Jira and emulate what they do in adilas (project board). Visual aspect is super helpful.

We need more info planned out- pages named, where they are linking from.(these can be added to the acceptance criteria)

Got to do what he was good at. Enjoyed the project. We have very specific talents and we should capitalize on that. Overall we can save time in the end, even with all of the meetings.

Charles asked… do we want to move the docs (the auto-document) into the adilas docs?
Eventually yes, but Brandon wants to wait until we normalize what we are doing.

Need to use the adilas docs to standardize everything.

We should schedule a small overview before we start the next scrum. \*\*Part of the sprint planning is a recap of the retrospective.

One user story: make sure everyone has the prerequisites/intro to scrum to make sure everyone is on the same page.

As a product owner, all developers will need the basic setup in their local environment in order to work on the project.

Cory: Really into the process. Learned a lot about what was missing from the stories and how detailed they need to be with acceptance criteria. Looking forward to getting projects done more efficiently and seeing the group work together.

Brandon: There will be plenty of work for whoever wants it. We are heading to Scrum, and we need to get the ball over the finish line. If we can go quicker, we can do more. Multiple scrums at the same time.

Alan: Did it feel like a mad dash without enough direction, going too fast. Were expectations not clear?

John: Too fast

Bryan: It felt clear and everyone was very helpful. Got what I needed, questions answered quickly. Learning as you go, from working with others. Really enjoyed working with everyone.

Brandon: Saw great engagement between developers. Made him happy. Let’s improve by a few things. Can’t do zero to hero. 1-2% improvement.

Alan: Felt like a bottleneck in things going forward with the scrum. Need to figure out how to remove some of the bottlenecks.

\*\*Biggest thing is communication and understanding what was expected from each dev and what was next.

In daily standup we didn’t do the part of the standup that was important. What you did yesterday and what you will do today. Issues running into.

Everyone was saying what they wanted to do and didn’t know when it would be done.

Did anyone know how far they should be for the day when they left the meeting?

Communication could clear this up. Preparation as well.

Trying to get away from being dependent on one person= ultimate goal.