

Sprint 1: Reflection, Oct. 11

Keep These	Try These
<ul style="list-style-type: none"> • Demonstrations were helpful, seeing code that can be cannibalized • Set up Go webserver branch was merged quickly to support the work of the class • Liked being a cog in this agile process machine • Agile and Scrum • Students got a test of what it's like working as a team • Teamwork • Standup meetings • Developers became better at voicing what problems they were having 	<ul style="list-style-type: none"> • Issues should come directly from the SRS or from the discovery of flaws or needs • More presentations of what software development is like in the real world • Developers checkout the branch that they are reviewing, run it locally and find the areas where they have comments. They then place their comments on the merge request • Developers report work quickly at regular standup meetings • For some groups, individuals will be responsible for issues rather than groups because individuals are better at estimating how long an issue will take
<p data-bbox="250 844 383 873">Problems</p> <ul style="list-style-type: none"> • More structured needed to learn the technologies • Concepts were needed but not presented, example getting pieces of code talking to each other • Web services were not adequately discussed • Different opinions as to student's obligation to learn a new language on their own • Instructions for handling issues were unclear • Sprint was not planned adequately • Scope of sprint changed during the sprint • Scope of issues were far too large • Acceptance criteria did not consult AbOut SRS. • After the Go webserver branch was merged, it couldn't be built 	