

Sprint 1 retrospective

What did we like?

- We completed all tasks.
- VR application was nice.
- Everybody did something in monday meeting.
- Team communicated nicely and quickly.
- HTC was cool.

Vlado/Karol

- The team made progress in project.

What we did not like?

- We dedicated little time for GAN paper and we experimented a little.
 - We should better break up the tasks.
- We don't have a training machine as a team.
 - Try to ask google/aws/azure for time.
 - Karol will ask a machine after Marius.
- We solved the tasks too late in sprint.
 - Break the user stories asap.
- We decomposed the story to tasks too late.
 - Break the user stories asap.
- I did not know what we will be doing, because the tasks were not created in the first week.
 - Break the user stories asap.
- We had primitive tasks in Unity.
 - New user stories will be more complicated.
- There were technical problems in Unity with object manipulation (resaving etc.)
 - This will take time to learn Unity. Write best practices somewhere. Good thing is the wiki was made naturally.
- We only have access to machine and HTC Vive in the monday evening.
 - Write a request for access in weekends.
- We should meet more often to work.
 - Make a calendar and work in smaller dedicated teams. And communicate in slack.

Vlado/Karol

- I did not like the machine used either.
- I did not like that team doesn't report their time in tasks. It makes problems in planning of next tasks.
 - Better discipline and reporting of time spent in tasks.
- The team did not commit their work.
 - Better discipline and commit more often with smaller changes.
- Website is not updated.
 - Commit more often.

- Everyone has their laptops open, only scrum master and reporter should have them open.
 - close the laptops
- The team does not meet ON TIME.
 - The team should use watches.

What should we improve?

- We should improve our performance in this way next sprint.
- We should have a machine to train the NN on.
- We should identify a task in which might occur a problem and solve him earlier.
- We should decompose the story as soon as possible.
- Tasks should be assigned to people asap.
- We should communicate better about our tasks results to other people in team. (Even though they did not work on it.)
- We should do code review, and exchange our information about our results.

Vlado/Karol:

- I should dedicate more time to product backlog.
- The team should communicate more on slack.
- Team should allocate their time in calendar. I.e. "I will work on thursday from 3pm to 7pm". So everyone in team will see when people do the work. It improves the parallelism.
- Stand-ups should be done more often. Not in real life, but can be done in slack channel.
- Important information should be communicated in dedicated slack channels, so everyone can be up to date.

What shall we implement?

- Teambuilding
- Calendar
- Maybe change the standup organisation. (Maybe don't go one by one, but go by tasks from top to bottom)