

# Sprint 6 retrospective

## What did we like?

- Much better communication
- More continues communication
- Review process was better
- Andrej is happy with himself and his continues work
- Slack communication was better
- We were working hard
- We are alone in 3DLab
- Timetable is better (meeting days are more apart) and we work hard
- We found another PC in 3DLab, and we could work in parallel

## Karol

- same

## What we did not like?

- Not all guidelines are followed completely
- Not enough testing
- People were late for meetings
- We do not like the branching guidelines
- Late task review and closing
- Task were put in the review column, and nobody was informed
- We have not been at teambuilding yet

## Karol

- Guidelines does not apply for everyone (PR, tests)
- Unbalanced work time among team members
- Slack channels are not used properly
- User story was deleted midsprint and work time was wasted

## What should we improve?

- Review process should be better and tasks not closed completely
- People do not describe their problems
- Pull request were merged without checking and testing
- We should improve the branching guidelines, maybe, but very probably.  
Not sure though
- Describe the task lifecycle
- Schedule teambuilding
- We should agree on merging rules in unity (scene mismanagement)

## Karol

- same as in 'did not like'

## Solutions

- Late minutes will be written to Wiki (and summed up in the end of sprint), the worst ones will be reprimanded, decided by council
- Update the git rules (branch names for user story '12345/Implement\_voice')
- Write down the task lifecycle (the review column addition)
- Clean the mess in unity branching and git and properly merge into master, delete old branches
- Notify about the TP cup withdrawal (User story should NOT be deleted mid sprint)
- Use stand-up channel