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Team A

10/25/14

Scrum Cycle 2 Post Mortem

*Highlights*

1. **Lack Of Communication**

During SCRUM Cycle 2, the team did not meet as often as scheduled. The communication by phone was also significantly less than the first week. There came a point where members were working on separate game files instead of the most up to date one. I believe this is important because it was obvious how much more difficult it got to work on the game with no communication. First cycle, the team was strong in that aspect and we flew through the work plan. This week everything seemed to crumple, mostly because of that.

1. **First Complex Bug**

SCRUM Cycle 2 presented the team with its first complex bug. SCRUM Cycle 1 was very easy, and we expected no more difficulty than that. I do not think this is a good or bad thing, but I do think it is notable how the team responded. I believe the team responded in a wise matter to a bug that basically ended up making the game unplayable. No one freaked out and we added the bug to our backlog for next week. I believe this is important because it shows how the team reacts in a worse possible situation. These things will happen; it was very professional how we addressed it.

1. **Time Management**

SCRUM Cycle 2 did not alter our approach to scheduling. It was still poorly done. In fact, it was probably even worse with the lack of communication. I do think there needs to be a singular meeting focused on this now. It is important the team schedules their week so we do now get jammed in the end. I believe this will aid a lot in making a SCRUM cycle more relaxed.

*Action Plan*

I recommend the team continue to maintain their professionalism and keep a cool head. The team absolutely encompasses a smart group of individuals. I believe professionalism is one of our strong points.

I recommend the team gets back on track with its weekly meetings and regains its focus. This week the team definitely did not focus like the previous. It is important that we meet every Wednesday. It will be talked about and addressed, there is not actual revision needed.