John Aromando

Scrum Cycle 4 Post Mortem

1. **Communication**

 The communication remained improved throughout the cycle. Scheduling was a still smooth. The team met at least twice per each week. As per last week, it is nice the team had a fully strong week with this aspect. The team, while having a busy schedule for the last cycle, worked even more efficiently then last week. In times of closing in on deadlines, I believe this type of bond and communication is a must. It makes everything go swiftly.

1. **Too Much Work**

 This past cycle, the team had a lot of fine tuning and finishing up. Also, a lot of issues carried over from previous cycles which cluttered the final cycle even more. The team ended up taking a lot more of a hefty load. I think this is a good experience the team had. It teaches a lot about pacing and meeting deadlines. Luckily, most of the unfinished work was minor, but it definitely provides a new perspective.

1. **Unsolvable Bug?**

 Over the last three cycles, the team has tried to fix a bug that kept forming new issues. It was one of the tasks the team could not completely finish. Many attempts were attempted, but overall the bug kept producing new issues. This brought to mind of when does a bug get to problematic that the element must be removed? Also it puts scheduling in perspective. I believe this is important because of those points.

Action Plan:

 The team continued to do its testing as per usual. Leah did the majority of the testing, testing each element 50 to 100 times. Each alter to an element would be tested. The team followed its testing mechanics so every test gets the same treatment.

 The team sort of meant its goal of having a 15 minute phone meeting (through text) each day about updates to the code. While it was not every day, the code was definitely made more of a priority and was tracked more thoroughly. The point of this objective was definitely reached.