

Winter'14 Closeout Sprint Retrospective

Date	Mar 24, 2014
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Retrospective

What did we do well?

- Tracked the process on the board
- Collaborated and quickly fixed emerging issues/bugs

What should we have done better?

- Upgrade compiler on OS X as soon as bugs were reported. Feedback loop was too slow.
- If we had automated builds on all commonly used platforms, the feedback loop would close faster.
- Better definition of Technical Tasks early on. Many tasks were not identified in the original planning.

Actions

