

# 2013-08-22 FF Tech Mtg

## Attendees

- Andrew Woods ★
- Osman Din
- Unknown User (escowles@ucsd.edu)
- Nigel Banks

## General

- Indicates who took minutes - ★
- Call-in: Google-hangout at:
  - [https://plus.google.com/hangouts/\\_/event/ccnv0ba94h3fb2je3gscunqc49g](https://plus.google.com/hangouts/_/event/ccnv0ba94h3fb2je3gscunqc49g)

## Agenda

1. Meta analysis of sprint process
2. Summarize final state
3. Walking through in-process and unstarted tickets
4. Teeing up for next sprint

## Minutes

### Reflection

1. It may be useful for all to read other people's tickets
2. Considering lessons from [sprint-b1](#)
  - Still did this
    - a. Few tickets are actually complete
    - b. We should create specific tasks scoped to the scale of ~task per day
    - c. Tickets were too broad
3. How do we get the tickets to the right level?
  - Could go back and update size of tickets during development
4. Assumption is that small tickets are valuable
  - a. Allows for others to chip in on larger work
  - b. Reflects clarity of task
  - c. Allows entry-point for discussion implementation strategy
  - d. Easier to review
5. Process:
  - a. Start sprint with high-level ticket
  - b. Break-down tickets on first day of sprint (Monday)
  - c. Further break-down tickets on daily basis
6. Discussion about sprint schedule mon-2nd-thurs
  - Consensus that the schedule is constructive
7. Daily meetings, tend to go longer than 15min
  - Start by ensuring everyone gets 3-4min as first pass
  - Institute after-meeting for extended discussions
8. Idea of working in feature teams?
  - Pair-programming tends to be slow
  - Collaborating can potentially be effective
9. How to scope tasks/features to a sprint?
  - Sometimes we get stuck in tasks of uncertainty
  - We need to ask the team questions
  - That includes asking modeshape

## Actions