

Sprint Retrospective:

Attendees: Joshua Rodrigues, Bryan Diaz, Marcus Ragoobar, Hossam Keddees

Start time: <10:00 pm>

End time: <10:30 pm>

What went wrong?

- Did we do a good job estimating our team's velocity?
 - Yes we were able to correctly estimate the velocity of our team
- Did we do a good job estimating the points (time required) for each user story?
 - Yes, we were able to effectively estimate the time required for each user story.
- Did each team member work as scheduled?
 - Yes, each member worked on time, as well as met at the scheduled times

What went right?

- We successfully met with the product owner to discuss the project in more detail
- We were able to brainstorm Ideas for the game
- We were able to implement event log system, notebook ui and sprites for the game

How to address the issues in the next sprint?

- How to improve the process?
 - We managed to fix the tech problem at hand and finished with exams for this sprint, so our velocity should go back to normal.

How to improve the product?

- Come to a unified agreement regarding development goals, as well as continuing to follow up with the product owner to ensure we have her approval and guidance.