

Sprint Retrospective:

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

Start time: <7:00 pm>

End time: <7:30 pm>

What went wrong?

- Did we do a good job estimating our team's velocity?
 - For the first Spring meeting yes, we estimated start creating the game after about 30 hours, and while we weren't able to reach that section we were able to finish brainstorming ideas for the game in 21 hours
- 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 set up the Unity project with source control and invite all group members to it
- We were able to create a design doc to organize our ideas for the project
- We were able to research the Unity engine and its features in order to work on this project as effectively as possible

How to address the issues in the next sprint?

- How to improve the process?
 - Now that we have a basic understanding of the game process we can evenly distribute assignments depending on everyone's strengths and weaknesses

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.