

Sprint Retrospective Meeting Minutes

Attendees: Alex Castaneira, Anthony Thompson, Jinpan Zheng, Alex Narvaez, Joseph Mejia

Start time: 3:00 P.M. Zoom April 26, Sunday

End time: 3:35 P.M. Zoom April 26, Sunday

What went wrong?

- Did we do a good job estimating our team's velocity?
 - We did a good job at estimating our team's velocity and moving on pace with our team's and professor's expectations. We are finished with the individual posters for our project, the presentation slides, the videos on time, while wrapping up the code.
- Did we do a good job estimating the points (time required) for each user story?
 - Yes, we did a good job estimating the 3 hours a day for each user story as team member Jinpan's experience with C++ projects, made us finish on time the C++ addition of exporting while I and team leader Anthony's were able to proceed with Professor Hernandez guidance the java side codebase.
- Did each team member work as scheduled?
 - Yes, each team member was able to work as scheduled, meet on time, and communicate with the team on time on both a weekly basis and daily basis.

What went right?

- Communication with our product owner has been great and insightful. It has allowed us to really speed up the production of our code and set us ahead on our deadlines. The C++ side has gone right as well as the implementation of all basic geometric objects and java export side. The theoretical implementation of the program has gone right with product owner's help.

How to address the issues in the next sprint?

- How to improve the process?
 - We can improve the process by having a consistent schedule in which the submission is done at the same time taking into account everyone's available time slots, as well as scheduling more frequent meetings with professors and submitting progress throughout the week to see if done correctly. We can improve our communication and workload management by using discord calls instead of whatsapp for better messaging.
- How to improve the product?
 - We are planning to improve the product by adding to our java component, and exporting side in which we can properly keep track of what is being used and graphed in the backend of the program. We plan to improve our product as well by aiming to add a triangulation that can lead to mapping some type of unique or uncommon graphical display for the showcase. The project can be improved upon in further semesters by adding more geometric data structures like polygon with holes, lightmaps, etc.