

Sprint 1 Retrospective

What went well:

- Progress on tasks started well.
- Large amounts of infrastructure being created.
- Software framework (Django) is better understood.
- Implementing the UI prototypes worked excellently, and they already scale for mobile.

What didn't go well:

- Not a lot of visible progress due to the groundwork being laid for larger features.
- Irregular standups caused some communication issues, but things stayed mostly on-track.

Percentages of work done:

- Ethan (Scrum Master) ~ 25%
- David ~ 25%
- Jonathan ~ 25%
- Justin ~ 25%