

Sprint Retrospective

5 May 2024/ 20:00/ Discord

Attendees

James Stanton, Herry Ye, Jarren Downward, Ruaan Maharaj

Agenda

- **Reflect**
- **Review problems with last sprint**

Notes

- James suggests better planning and job delegation for the next sprint.
- Ruaan says that we need to do more in depth testing for new features
- Herry suggests that we need to work on the aesthetics of our games

Key Takeaways

- Improvement Areas:
 - Planning and Delegation: Recognize the need for better structured planning and clear delegation of tasks to ensure everyone knows their responsibilities and deadlines.
 - Testing: Emphasize the importance of rigorous testing to identify and fix any issues with new features before they are released.
 - Aesthetics: Improve the visual and aesthetic elements of the game to make it more appealing and engaging for users.
- Actionable Steps for Next Sprint:
 - Enhanced Planning: Create a detailed sprint plan with specific tasks assigned to each team member.
 - Rigorous Testing: Implement a more comprehensive testing phase for new features.
 - Design Focus: Allocate time to improve the game's aesthetics, including UI/UX design improvements

Next Meeting Agenda

Product Backlog - to be confirmed