# **Sprint Review and Sprint Retrospective I - GOATs**

* Features implemented
  + Architecture Design Document
  + UI for Sign-In/Sign-Up flow
  + Use Case Descriptions
  + Use Case Diagrams
  + Figma usability test environment
* Issues fixed
  + Created firebase project
  + Configured firebase env files
* Implementation review
  + *What went well in the implementation*
    - Most tasks were completed or had significant progress made
  + *What problems occurred*
    - People were unfamiliar with the technologies which needed to be used
  + *How problems were solved*
    - Everybody was available for questions and managed to solve most issues as a community
* Changes made
  + Decided that we should, in fact, implement a comment system in the final project
* Plans for next sprint *(What will be done for the next sprint)*
  + *Update architecture design from feedback*
  + *Update SRS from feedback*
  + *Peer review reports*
  + *Focus group document*
  + *Update use case descriptions*
  + *Create domain model*
* Sprint Retrospective
  + *What went well?*
    - *Overall progress was pretty steady for the cramped timeline that resulted from spring break*
  + *What could be improved?*
    - *Team members confidence with the technologies being used isn’t fantastic– important to understand that the goal here is to go through the process, not necessarily have great success in engineering*
  + *What will we commit to improve in the next Sprint?*
    - *What changes will be made to how we work for the next sprint?*
      * *A conversation needs to be had about the goal of the class*

| *Change* | *Who will be responsible for the change* | *Who will check in on the change half-way and when* |
| --- | --- | --- |
| *Set expectations for the project to reduce concern* | *Ethan* | *Ethan* |
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| Challenge | Potential ways to address the challenge |
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| Lack of confidence with technology causing hesitation in action | Establish that the goal of the class is the software engineering process– not successful software engineering |
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