# Sprint Retrospective – Andrew DeSimone

A person holding a snowboard

AI-generated content may be incorrect.

## Project Title

Implementing a compiler

## Sprint Number

Sprint 1

## Sprint Duration

1/13/25- 1/31/25

## Date of Retrospective

2/2/25

## Sprint Goals

The main goal of this sprint was to define my toy language.

## Accomplishments

The tasks for this sprint involved reading literature on language design and designing the language.

## Challenges

The biggest challenge in this sprint was realizing that something earlier in the design process wouldn’t work. I repeatedly had to refactor earlier parts of my grammar. Especially the expressions and conditions.

## Next Steps

The next step is for me to write the lexer and start reading literature on parser design.