

## **Sprint 5 Retrospective Meeting**

### **What went well during this Sprint?**

This Sprint, we were each super productive in fulfilling our requisite sprint tasks and working to achieve our overall vision. We caught up from slower progress in previous Sprints and successfully built a UI which we're now integrating with our back end. We did have a couple of alpaca herds chasing us in the way, and that was a big problem as we worked on our app, but we were successfully able to add to the value of our program (new features such as a fixed custom point, UI updates, icons, enhanced route labelling).

### **What problems were encountered?**

Live location, yet again! Although we explored many different algorithms and ideas to try to solve our problem (recurring from previous sprints in that when a string was entered into the input box without using the autocomplete function, no route was created), we weren't able to get to a working solution. We spoke to our mentor and other mentors, but ultimately decided that we had to drop this idea for the time being.

### **Were these problems solved? If so, how, if not, why?**

Live location was not solved as we couldn't figure out how to create a complete and usable Place type object from scratch. We were, however, able to at least reverse geocode the coordinates to an address, but again, we couldn't automatically direct that to an Autocomplete filled object. Regarding time duration, we were able to polish our algorithm, but given the time we had, we weren't able to list out start and stop times for each place while also taking into account travel time and user start/stop input. If we continue working on this project in the upcoming months and through summer, we will prioritize adding this feature.

### **What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?**

This sprint we used a lot more pair programming strategies while coding, which we found to be very helpful. In future sprints, we would work to employ this strategy a lot more so that we can help hold each accountable with work and also expedite the debugging process. Two minds think better than one!! There is more power gained and lost when two heads bang their head against a wall, rather than when one head bangs their head...