PROJECT NAME	SoftGelPill Sprint 4	PROJECT ID	N/A
TEAM	Hardcore Gamers	DATE	4/3/23

MAD What made us mad?	SAD What made us sad?	GLAD What made us glad?
o Team Members not responding in	o Sometimes the work felt a little	When we worked together in person
group messages	overwhelming when we had other	we were very efficent and worked well
o Team Members not coming to planned	assignments due	We each had roughly one task this
meetings	o Hard to coordinate when trying to plan	sprint so it was easier to focus
Two tests on GelCapFactoryTests hard	out subteams/backlogs	Remembering how to do try catch
to pass		blocks paired with scannr input
		correctly!