MAD, SAD, GLAD TEMPLATE

PROJECT NAME	SoftGelPills Sprint 7		PROJECT ID	N/A
TEAM	Hardcore Gamers		DATE	5/1/23

MAD What made us mad?	SAD What made us sad?	GLAD What made us glad?
o Struggling with communication issues in the group o Demo errors that were causing infinite loops o Serever went down so we couldn't work much over the weekend	o Stress of finals week and making sure everything in the project is looking up to date and good put a heavy workload on us	o We understand the patterns that are implemented in this project very well now because we are familiar with writing them o The project is finished and we are happy with the final product

DISCLAIMER