MAD, SAD, GLAD TEMPLATE

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PROJECT NAME	SoftGel Pills Sprint 2	PROJECT ID	N/A
TEAM	Hardcore Gamers	DATE	3/22/23

MAD What made us mad?	SAD What made us sad?	GLAD What made us glad?			
 Using VIM Small changes to classes when there were errors Keeping workload efficient over break 	 Fixing errors over break Communication difficulties with missing files from group members We gave ourselves a bit too heavy of a workload for how checked out we already were 	 We had minimal errors to correct because we understand tests more Implementing the mock constructors in the tests efficiently In person commincation is going welll, we are able to distribute tasks well 			

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