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

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

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