




MAD, SAD, GLAD TEMPLATE

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PROJECT NAME	Sprint 5 SoftGelPills	PROJECT ID	N/A
TEAM	Hardcore Gamers	DATE	4/14/23

MAD What made us mad?	SAD What made us sad?	GLAD What made us glad?
<ul style="list-style-type: none">○ Learning new patterns was challenging as we were implementing the proxy and observer methods for the first time.○ Misspellings on class names and methods that caused little errors.	<ul style="list-style-type: none">○ Having more freedom to do things was challenging because we had to think of new ways to be creative.	<ul style="list-style-type: none">○ We spaced out our backlog well so that each subteam was able to easily complete their work.○ Staying on track with our sprint, we even finished a little early and were able to complete extra tasks.
		

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