During our meetings, we have concluded that Richard Perez would be our group leader during this project. For those unable to show up in-person, we decided to use Trello to communicate our accomplishments, what we worked on, and the obstacles that we are facing. We also used Discord for our daily communications.

**The Product Backlog, including items and priorities:**

* As a team, we have set our Product Backlog as developing a Login Page, a Create Account Page, and a Worker/Employer Profile Page through the use of Flutter.
* For the Worker Product Backlog, our goals were to create:
  + a method to add skills to their profile (skills must include: a name, a proficiency level and an estimated rate)
  + a method to accept/reject job offers
  + and a method to display the worker’s current job status (available/unavailable).
* For the Employer Product Backlog, our goals were to create:
  + a method to create a job request
    - job requests must include: a description and an estimated duration
  + a list of potential workers to be displayed to the employer
  + a method to sort the list of workers by: distance, rating, and reviews
  + a method to transfer a payment within the application
  + a method to review a worker.

**Sprint Backlog:**

* During our Sprint, we split the goal into several individual tasks (Login Page, a Create Account Page, and a Worker/Employer Profile Page) for the members that were able to get Flutter setted up. During this time, we were able to successfully complete our tasks and goals by the end of the deadline.

**Summary of daily Scrum meeting notes:**

We managed to get Flutter installed properly, and began to interact and learn the tool. Some of us were able to begin building the app starting with creating the Login page and worker’s page. Though there were many obstacles involving saving data and working with the new language, we managed to overcome it and complete our tasks for this Sprint.

**Insights and lessons learned from the Sprint Review and Retrospective meetings:**

We learned that through this Sprint, continuous communication, time management, and familiarity with our devices are key factors in successfully working as a team and creating a proper application. We have also discovered that there are many tools helping us to be more successful as a team.

**Any changes or adjustments you made to the project based on your sprint experience:**

We do not have to add/cut anything for our project. Moreover, this is because we accomplished what we set out to do in Sprint #1. However, changes may become necessary in Sprint #2. For those who were unable to play a role (due to issues in software, tools, etc) in this Sprint will have to contribute more during the next one.