* Did you complete all items in your sprint plan?
  + No - started with 8, completed 4, and have 4 remaining.
* What is your sprint deliverable? (shippable product(s))
  + Originally my sprint deliverable was supposed to be a website layout that worked on both mobile and desktop. However, I got sidetracked working on the team creation and team analysis features and did not have time to fix the mobile layout issues. However, the team creation and analysis features are far more important to the overall functionality of the website, so I am not disappointed with this change of plans.
* Did you have any task volatility, and what was the cause?
  + There was no task volatility, though there were a large number of sub-tasks that I “stumbled upon” while working on the team creation and team analysis features.
* What would you do differently knowing what you know now?
  + The biggest sticking point was being able to save a team to the database. Since a team references multiple Pokémon, the database was trying to update the Pokémon table as well as the team table when I would try to save a team. This made the program throw errors related to the primary and foreign keys on the team and Pokémon tables. Eventually I had to simply remove the foreign key constraints on my team table in order to save the team data properly. I know must rely on the logic of the MVC controllers to ensure that invalid data isn’t saved to the table. In summary, knowing what I know now, I would not place excessive foreign key constraints on a table before know exactly how the rest of the application would behave.