

# Sprint #3 Retrospective

## Overview

Meeting called to discuss how the last sprint went and what we might have done differently in the future.

Attendees	@ Lam Nguyen Khoa @ Hai Nguyen @ Meaghan Gaunt @ Benedict Jefferson @ Danielle Rosenfeld-Lovell
Meeting link	Hosted on Discord
Time	18th October, 2021 @ 1800hrs AEDT

## Meeting agenda

What went well	What could be improved	Actionable items
@ Lam Nguyen Khoa email invite feature now working really well and was a bit of a struggle at first but that aspect of the implementation was satisfying  Also, the FE continued implementation and team work with @ Hai Nguyen went well	@ Lam Nguyen Khoa responsiveness could do with a bit more work across some of the FE	<input type="checkbox"/> Little more work on responsiveness
@ Hai Nguyen structure of the FE folders and the coding style helped for learning how to manage the FE development	@ Hai Nguyen struggling with the image upload for the avatar on a contact page	<input type="checkbox"/> @ Danielle Rosenfeld-Lovell to send through code snippets from her semester 1 project and team to help with managing the avatar implementation
@ Benedict Jefferson the functionality for the social page was successfully implemented	@ Benedict Jefferson making the settings page responsive	<input type="checkbox"/> building in responsiveness to the settings page
@ Meaghan Gaunt efficiency improved a lot for @ Meaghan Gaunt personally and she felt that the teamwork was more smooth	@ Meaghan Gaunt sometimes communication was a bit unclear or the specificity of the task being talked about could have been slightly clearer	
@ Danielle Rosenfeld-Lovell felt as though it was amazing to see the team picking up tasks and being proactive and that the meeting attendance has been exceptional across the board for this project and will contribute to the team doing fairly well in this subject.	@ Danielle Rosenfeld-Lovell personally found it really hard to sit down and concentrate on the technical tasks through the lockdown and was glad to get some skin in the game with the FE development through this sprint but would like to have done more.	