Sprint 2 Retrospective

* What did the team learn in this sprint?
  + Technical and technological aspect
    - Basic Unity and C#
    - The makings of an initial architecture
  + Process issues
    - A person is required to keep the meeting on track
    - The meeting efficiency fluctuates
    - Always have an agenda, because it improves the meeting efficiency
    - Estimating velocity for user story
  + Documentation related matters
    - Started using iteration plans
    - Code analysis for C#
  + Distributed systems
    - Learnt about gen\_server, supervisors and monitors from the DIT027 Distributed Fault-Tolerant Programming course
* What worked well during this sprint?
  + People followed the social rules established
  + Communication went well
  + Task/user story creation (people seem to be on the same page)
* What can be improved during the next sprint?
  + More focused meetings
  + Have an agenda for each meeting
  + Have designates breaks to work as a refresher, to keep the mind sharp
  + Everyone should take responsibility to keep the meetings on track
* Was this sprint affected by unavailability of any members? Please list all the members who were not available, the extent of unavailability and reason e.g. sickness.
  + No.