Sprint 3 Retrospective

* What did the team learn in this sprint?
  + Technical and technological aspect
    - Unity
    - Rebar3
    - C#
  + Process issues
    - The meeting efficiency fluctuates
    - Did not update Trello
    - Missed several meetings
    - Late to meetings
    - Confusion surrounding tasks
  + Documentation related matters
    - Establishing requirements and their quality metrics
    - Quality attribute scenarios
  + Distributed systems
    - Supervisors and nodes for parser (looked into)
* What worked well during this sprint?
  + Meetings were kept on track
  + Pull requests
  + Communication went well
* What can be improved during the next sprint?
  + Making sure everyone commits to the project
  + Define the scope better/more in depth
  + Discussion surrounding confusion
  + Visualization of system process through diagrams to alleviate confusion
* 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.
  + Yes. Joacim Eberlen and Shaun McMurray missed two meetings at the beginning of the sprint, because of sickness. Meeting productivity was lowered and some tasks ended up being went through twice, for example checking the requirements, to make sure all team members are on the same page. Elaine Qvarnström and Erik Laurin were late for the meeting on the 16th and 12th respectively due to oversleeping which resulted in that the meeting was delayed. Boyan Dai was late for an hour due to the project student representative meeting for DIT 524.