Sprint 2 Review

All group members present.

- **End of Sprint 2: Sprint Review**

  - Code Review:

    - All game functionality according to MoSCoW criteria has been implemented

    - Some loose ends to be tied up

      - Testing to be finished

      - This may reveal some bugs

      - Code could possibly also be refactored to improve

  - Positives of Sprint 2:

    - User stories were split up more successfully into tasks this Sprint

      - This allowed each member to gain a clearer view of their role, and thus implement features quicker

    - MoSCoW allowed a clearer view of the needed features (this helped with the splitting up of tasks)

    - All planned features were implemented in time.

  - To Improve:

    - Didn't manage to implement test driven development as was planned for this Sprint

  - Afterthoughts

    - In future consider separation of concerns as more of a priority

- **Sprint 2 Retrospective**

  - What wasn't working:

    - Story Priority points, as used in Sprint 1, were decided to be a bit too fine grained and arbitrary to create

  - How we improved:

    - Switched to using the MoSCoW system this Sprint

    - This is less specific, but quick to define and creates a clearer view of priority