Sprint Retrospective Meeting

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| WHAT WENT WELL | WHAT DIDN’T GO SO WELL | INSIGHTS (up to 3) AND ACTIONS (JUST ONE) |
| * Adding new features was relatively painless due to the way we split up classes * Completed all of the requirements we planned at the begging of the project | * Time restraints due to holidays. * Final deadline. No chance to fix anything after this sprint | * Very Happy to have completed our app design * Very happy with how the Hangman game turned out. Enjoyed working along this team. |
| * Done with the final sprint * Completed a functional hangman game! * Incremental development with a robust branching strategy prevented significant issues from occurring with multiple developers |  | * Looking forward to the final presentation |
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A screenshot of a whiteboard

Description automatically generated Tach team member’s contribution on the project development. Contribution works as a scalar multiplier applied to the group’s grade for an individual deliverable. This multiplier ranges from 0 to 1, where 0 represents that you provided minimal support to your team and 1 represents that you were a productive member of the team and did all assigned tasks.

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| Name | Contribution (0 -1) |  |
| Jacob | * 1 |  |
| Chey | * 1 |  |
| Colin | * 1 |  |
| David | * 1 |  |