Sprint 2 Retrospective

- What went well?
    - Pace was accelerated.
    - Communication is working well between the team.
    - Hunter has been accomplishing lots of things.
    - Everyone Contributed.
    - Main pages of the application are basically done on the frontend.
    - We can create auctions and login.
    - People asked more questions
    - Everyone except Connor had fun

- What went bad?
    - Other classes
    - **Coronavirus**
    - We didn't finish all of our stories.
    - Everything being moved to online

- What can we do to improve
    - Ask more questions (even at 3 AM).
    - Focus more on the project than other classes.

- Metrics
    - Task assigned compared to tasks completed in a percentage.
    - Hunter: 17 / 24
    - Connor: 8/13
    - Sally: 5/7
    - Jace: 2/4
    - Colton: 11/13
    43 / 61 total

- Percentages for metrics
    - Hunter: 39.5%
    - Connor: 18.7%
    - Sally: 11.7%
    - Jace: 4.6%
    - Colton: 25.5%