

Sprint 11 Retrospective

What didn't go well:

- Didn't finish all the work
 - Authentication low-level design taking longer than expected
 - Registration LLD wasn't completed because of dependency on Authentication
- Difficult to complete all of the story in 1 sprint sometimes
 - Especially this sprint because everyone was in the "vacation" mood

Action Items:

- Jett Sonoda During "vacation"/school time off, reduce the hours per day from 5 to 3 hours on sprint planning sheet

	Action item from last retrospective
	Action item N/A in this sprint

What went well:

- Bryan and Garrett pushing development everyday
- Received feedback for BRD
 - Kevin and Darius were able to send in BRD v3.1 within a day

What didn't go well:

- Didn't finish all the work
 - Jett got sick and wasn't able to complete all work
 - Bryan and Garrett weren't able to reach the 5 hour of work threshold per day, resulting in carry over

Action Items:

- Jett Sonoda During "vacation"/school time off, reduce the hours per day from 5 to 3 hours on sprint planning sheet
- Team if we aren't able to satisfy the 5 hour threshold per day (with days off), needs to be adjusted during Sprint Planning
 - Try changing the hours per day from 5 to 4 hours if necessary