Sprint 12 Retrospective

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

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

What went well:
- BRD was approved
  - Kevin and Darius had great response time to get v3.2 in
- Everyone was very focused/not in vacation mode yet
  - High productivity

What didn't go well:
- Didn't finish all the work
  - Bill of Materials dependent upon DAR Report approval from Client
- Based on strict milestone timeline, didn't change the hours of work per day
- Reality of DAR report's effort required more effect that expected

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
- Team Start approval processes with Client at least 2 weeks earlier than due date
- Team Account for the days off by including the Sprint Planning day as well as the very last day (day of retrospective), default the days off to 3 so long as the deliverable due date is not the very last day