Sprint 10 Retrospective

What didn't go well:
- Account Recovery descoped = big changes to backlog and project plan

Action Items:
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████████████	Action item from last retrospective
████████████	Action item N/A in this sprint

What went well:
- OTP Design was finished
- Garrett's logging/Milestone 2 Implementation revisions went smoothly
- Good amount of work done over break
  - Accurately planned days off per team member during sprint planning

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