Group 10:

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Checklist:

Sprint 1 Review
1. What went well during the Sprint?

    ● The amount of work completed.

    ● Was able to deliver fully functional working product.

    ● Stayed on task consistently and documented progress.

    ● The amount of time given was enough to fully implement the product.

    ● We easily distributed the backlog items equally across all the members of the group.

2. What problem did the team run into? How those problems were solved?
    ● We ran into problems setting up our GitHub repository, but we solved this problem by creating a new repository that we could all access.

    ● We didn't like the idea of using a public Github repository so we solved that issue by using a private repository.

    ● We didn't keep in mind the goal of the sprint which was just to create the GUI, so it didn't turn out as polished as we would have liked.

    ● Early on there were problems with formatting the GUI properly. These issues were solved by organizing items mostly in a box layout and adding

them to the main border layout. This ensured that fields could be resized with the screen as the user desired.

Sprint 1 Retrospective

1. Inspect how this Sprint went with regards to people, relationships, process, and tools;

    - We communicated well and met up several times throughout the sprint to work on Pirex. Through working as a team, we were able to finish the sprint ahead of schedule, as well as making a fully functional application, not just the GUI.

2. Identify and order the major items that went well and potential improvements;

    - Implementing the functionality of the project went well, as did constructing the GUI. We think if we put more focus into the GUI, we could've made it look better but we would've had to consider whether to prioritize GUI over functionality.

3. Create a plan for implementing improvements to the way your team does its work.
    - One thing our team can improve upon is in deciding exactly where we push and pull from when dealing with GitHub. There was a slight hiccup in which the team was confused on where to push files and from where to pull them from. Another way we could improve for next time is to meet more frequently. The group had maybe 2 or 3 meetings total. It can be forgiven due to the fact that we had only one sprint in this project and that we were only given one week to complete it.