

Static\_Code\_Checker

SPRINT 2 RETROSPECTIVE DOCUMENT



March 31 2020

**Team Static\_Code\_Checker Sprint 2 Retrospective Document**

In this retrospection, you will be focusing on the individual introspection.

# What went well?

Working out an eye friendly UI

Gaining experience using C#

# What did not go well?

Using C# has been challenging because I am learning the language as I am coding the UI

# How should you improve?

1. Perform better research/practice before implementing new styles into the code. I find that I get ahead of myself trying new techniques to an already new language where as I could go slower and implement techniques in a simpler practice file.
2. Stay on top of deadlines. Being at home has led me to miss due dates without in class meetings and reminders. I will focus on better communication with the team and reminders in blackboard so this does not continue.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Apply CSS to all pages | 5 hours | 6 hours |
|  |  |  |
|  |  |  |
|  |  |  |

Note: Use the planning documents and your work log to fill this table.

# Personal goals

I improved as a team member because I have become more efficient with GitHub which was a struggle working with someone who is advanced as Jake. This has led to smoother transitions of code between each other without bothering others for help.