Sprint 2 Retrospective

* What Went Well
  + Reached our Sprint 2 goal
  + Finished implementing AI
    - AI works on command line version of game
    - AI works on GUI version of game
  + Working GUI
    - Able to play the kalah game through the GUI interface
  + Time management
    - Finished Sprint 2 before deadline
    - Started working on Sprint 3
* What Went Wrong
  + Had reimplement AI
    - First attempt not efficient
    - Changed AI to include alpha-beta pruning
* What to Improve
  + Code efficiency
    - Had to rewrite some code so some time was wasted