Sprint 3 Retrospective

* What Went Well
  + Reached our Sprint 3 goal
  + Finished implementing GUI
    - GUI works perfectly
    - Added extra features to make GUI presentable and user friendly
  + Finished implementing Client/Server
    - Able to run game with GUI on a client and server
  + Time management
    - Finished Sprint 3 early
    - Able to allocate time to work on extra credit
* What Went Wrong
  + - N/A
* What to Improve
  + GUI buttons
    - GUI buttons were not the same size on all operating systems