Sprint 1 Retrospective

* What Went Well
  + Reached our Sprint 1 goal
  + Finished implementing kalah game through command line
    - Built all the logic for the game
    - Built a working command line interface for the game
  + Able to start working on the AI
    - Began working on minimax tree
  + Started working on Server
* What Went Wrong
  + Not a lot of communication
    - Spring Break
    - Had to rework assignment distribution
  + SCRUM meetings were not spread out evenly
    - Only had 3 different days to meet up because of Spring Break
  + Had to rework kalah logic
    - Initially planned to made a separate class for houses
    - Changed from a class to an array of integers for ease of use
* What to Improve
  + More consistent timing for SCRUM meeting
    - Already planned to meet at consistent intervals since there is no distance and communication limitation from a break
  + Project distribution
    - Fixed this issue by meeting up and clarifying everyone’s role after the break
  + Start working on Sprints earlier
    - Met Sprint 1 goal but the team did the majority of the work near the end of the Sprint due to the break