**Sprint 1**

**Sprint Retrospective Meeting Minutes Date : 1/26/2018**

Attendees: David Gonzalez, Emmanuel Malave, Nathan Moyer

Start time: 3:00pm

End time: 3:15pm

What went wrong?

* Did we do a good job estimating our team's velocity?
  + There were no user stories for Sprint 1 so the team’s velocity couldn’t be calculated
* Did we do a good job estimating the points (time required) for each user story?
  + We didn’t estimate any user stories during Sprint 1.
* Did each team member work as scheduled?
  + Yes, each team member gave an average of 4 hours of work a day.

What went right?

* We finished the product backlog and set it up in Mingle. The user stories should be enough to start working on development for Sprint 2.
* We set development environments in each team member’s computer and proper version control systems (Github).
* We set up the first sprint planning meeting with product owner to gather requirements for the application.
* Spent a lot of time learning and following tutorials about the Xcode environment and the Swift 4 programming language.

How to address the issues in the next sprint?

* How to improve the process?
  + Now that communication tools are set up properly, the workflow process should run smoothly. Sticking to the workflow and using the communication tools provided correctly should make the following sprint a success.
* How to improve the product?
  + Currently, the best way to improve the produce would be to keep grooming the backlog to make sure we define the expectations for the product properly. Starting development for it during Sprint 2 will also help us get a better idea of it.

**Sprint 2**

**Sprint Retrospective Meeting Minutes Date : 2/09/2018**

Attendees: David Gonzalez, Emmanuel Malave, Nathan Moyer

Start time: 2:45pm

End time: 3:30pm

What went wrong?

* Did we do a good job estimating our team's velocity?
  + The team’s velocity was estimated well but since some features were changed from user story #668 not all of the user stories got to be completed during the sprint.
* Did we do a good job estimating the points (time required) for each user story?
  + We estimated most of the user story points well except the #668 user story which took up more time than expected and got moved to Sprint 3
* Did each team member work as scheduled?
  + Yes, all sprint stand up meetings were done at the same time and an average of four hours a day from Monday-Friday were done by each team member.

What went right?

* For being our first development demo we ended up with a good showcase
* Team stand up meetings were done consistently and properly
* Communication between the team flowed well

How to address the issues in the next sprint?

* How to improve the process?
* The first half of the sprint was mostly used on investigation and planning for development, so if we could start development earlier it be best.
* How to improve the product?
* Code was reused frequently so making it more module would be better for scalability and cleaner code.

**Sprint 3**

**Sprint Retrospective Meeting Minutes Date : 2/23/2018**

Attendees: David Gonzalez, Emmanuel Malave, Nathan Moyer

Start time: 3:00pm

End time: 3:15 pm

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Our velocity wasn’t as accurate due to a push back in stories caused by bad estimation.
* Did we do a good job estimating the points (time required) for each user story?
  + We did a bad job estimating, since user stories ended up being more complex than we expected.
* Did each team member work as scheduled?
  + Yes, we all did an average of 20 hours a week.

What went right?

* This sprint is the one in which we feel we fully understand the MVC architecture
* Navigation and design of the application is going well together

How to address the issues in the next sprint?

* How to improve the process?
* The process this semester was good but communication was less active than previous sprints, so we have to make sure to keep communication active and flowing more.
* How to improve the product?
* Create frameworks that can be reused throughout the application to make development more streamline

**Sprint 4**

**Sprint Retrospective Meeting Minutes Date : 3/09/2018**

Attendees: David Gonzalez, Emmanuel Malave, Nathan Moyer

Start time: 2:30pm

End time: 2:45 pm

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we managed to get all our stories completed before the Sprint Review and didn’t go over our estimated hours.
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, all story tasks added up to the estimated points.
* Did each team member work as scheduled?
  + Yeah, we meet up for daily stand ups and worked an estimated 4 hours each day.

What went right?

* We got all the user stories for the sprint completed
* Communication flowed frequently and easily

How to address the issues in the next sprint?

* How to improve the process?
* Update the mingle tasks more frequently
* How to improve the product?
* Clean up the code a bit

**Sprint 5**

**Sprint Retrospective Meeting Minutes Date : 3/30/2018**

Attendees: David Gonzalez, Emmanuel Malave, Nathan Moyer

Start time: 2:30pm

End time: 3:00pm

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we had a velocity similar to the estimate
* Did we do a good job estimating the points (time required) for each user story?
  + Yes
* Did each team member work as scheduled?
  + Yeah, we meet up for daily stand ups and worked an estimated 4 hours each day.

What went right?

* Communication wasn’t a problem and bugs/issues were addressed properly
* Demo was successful
* UI testing for created views worked well

How to address the issues in the next sprint?

* How to improve the process?
* Merge more frequently in Github to avoid last minute conflict issues
* How to improve the product?
* Keep UI testing workflow going
* Develop more Unit Tests

**Sprint 6**

**Sprint Retrospective Meeting Minutes Date : 4/13/2018**

Attendees: David Gonzalez, Emmanuel Malave, Nathan Moyer

Start time: 2:30pm

End time: 3:15pm

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, the velocity meet the estimations
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, the user stories took up the estimated points
* Did each team member work as scheduled?
  + Yes

What went right?

* Meet sprints expectations
* Had a successful demo
* Finished release

How to address the issues in the next sprint?

* How to improve the process?
* Make sure documentation is done well so next iterations can have an easy transaction into their process.
* How to improve the product?
* Keep working on it in future iterations to meet all the application’s goals