**Sprint Retrospective Meeting Minutes**

Attendees: Jose, Parker

Start time: 11AM

End time: 11:30AM

What went wrong?

* Did we do a good job estimating our team's velocity?
  + We did a great job estimating our team’s velocity for these couple weeks specifically as we were preoccupied by ShellHacks as one of our members is e-board on UPE.
* Did we do a good job estimating the points (time required) for each user story?
  + We did run into a few more issues than expected when transferring over the current project that’s been developed into the newer Unity version, primarily with assets being scattered in nonsensical places.
* Did each team member work as scheduled?
  + Yes, exactly as scheduled. These rest of the semester, we’ll have a lot more time as we won’t have the setback of a hurricane or a massive event like ShellHacks.

What went right?

* We did manage to get the old version of the project implemented into the newest Unity version so that we can collaboratively develop. As well, we did manage to import and start implementing the Oculus Rift libraries in the current versions of Learning with Augmented Reality.

How to address the issues in the next sprint?

* How to improve the process?
* We will be more connected socially the rest of this semester as we had events that occupied a good amount of time this sprint session in particular.
* How to improve the product?
  + We will just begin adding true features at this point.

## Sprint 1 Retrospective Meeting Minutes

Begin: 11AM

End: 11:30AM