**Sprint Retrospective Meeting Minutes**

Attendees: <Parker, Jose>

Start time: <12:15PM>

End time: <12:30PM>

What went wrong?

* Did we do a good job estimating our team's velocity?
  + We did do a good job estimating our team’s velocity as we accomplished more in some areas than we were expecting but less in other areas, including transferring over the rest of the assets from the old project, starting development on our GUI for the Oculus, and finishing up signage for the person to navigate the map.
* Did we do a good job estimating the points (time required) for each user story?
  + No, more time points needed to be allocated towards user story<244> with the handheld UI, as configuring with the Oculus Rift input proved to be more difficult. The signage was finished though and asset transfer of animations and models.
* Did each team member work as scheduled?
  + Yes, both of us completed the tasks that we needed to.

What went right?

* We didn’t have that much debugging to do this sprint, so that allowed us to actually begin development on true features for our project.

How to address the issues in the next sprint?

* How to improve the process?
  + We need to code together more often as we find that we’re actually writing over some of the others code when developing. As well, we have to look up more terms in the Oculus rift documentation; it along with Unity’s documentation make for an expansive amount of documentation.
* How to improve the product?
  + The product is going at a great velocity with what we have accomplished thus far.

## Sprint 3 Retrospective Meeting Minutes