**Sprint Retrospective Meeting Minutes**

Attendees: Jose, Parker

Start time: 12:45PM

End time: 1PM

What went wrong?

* Did we do a good job estimating our team's velocity?
* We did a decent job estimating our team velocity as we finished most of the user stories we were planning on completing this sprint. User story <248> was pushed to the product backlog for next sprint.
* Did we do a good job estimating the points (time required) for each user story?
  + We needed to allocate a bit more time to User Story <246>, because what ended up happening is that we needed to better implement our raycasting before we had a hover effect working for the beams. Once the new raycasting was made, we could work on the GUIs of each beam.
* Did each team member work as scheduled?
  + Yes, exactly as scheduled.

What went right?

* We managed to get movement around the map working, so now there’s a lot of possibilities and development is so much easier given we can teleport around the map.

How to address the issues in the next sprint?

* How to improve the process?
* We still need to finish up UserStory<248> with operating the left handheld; we just haven’t managed to figure out how the GUI will be clicked yet.
* How to improve the product?
  + We will just continue adding features to make it as in tune with the VR headset as we can.

## Sprint 1 Retrospective Meeting Minutes

Begin: 11AM

End: 11:30AM