*SkillCourt 9.0 Sprint Retrospective Meeting Minutes from Fall 2017 Semester*

**SPRINT #1**

Attendees: Joshua Mclendon, Leonardo Varon, Gummi Traustason

Start time: 4:30

End time: 5:00

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yup, definitely needed to do the research and nothing else!
* Did we do a good job estimating the points (time required) for each user story?
  + They all worked out in our favor, so yes!
* Did each team member work as scheduled?
  + Accordingly to the daily scrum, timecards, and the info acquired from each team member, everyone seems to have done all of the research accordingly.

What went right?

* Getting the current version to run in Android Studio.

How to address the issues in the next sprint?

* How to improve the process?
  + Learn more about Android Studio’s library to get over the learning curve.
* How to improve the product?
  + Have the app dynamically connect with the pads on the same network.

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**SPRINT #2**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub, Gummi Traustason

Start time: 4:30

End time: 5:00

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes since there were only two stories.
* Did we do a good job estimating the points (time required) for each user story?
  + Yes. Although there was only two stories for the sprint, the network discovery was a big one but was finished on time.
* Did each team member work as scheduled?
  + Yes, we were on time and our stories didn’t fail in testing.

What went right?

* We were able to fix the issues with authentication and implement a network discovery service that establishes communication.

How to address the issues in the next sprint?

* How to improve the process?
  + Possibly break down bigger user stories into smaller ones.

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**SPRINT #3**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub, Gummi Traustason

Start time: 4:30

End time: 5:00

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes.
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, we built the whole gaming in a timely manner.
* Did each team member work as scheduled?
  + Yes. Although some stories depended on others to be finished in order to fully test and complete.

What went right?

* We were able to complete all the user stories with some being dependent on another.

How to address the issues in the next sprint?

* How to improve the process?
  + Learn more about Android’s UI development for better UI designs.

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**SPRINT #4**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub, Gummi Traustason

Start time: 4:30

End time: 5:00

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes.
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, the UI and pad configuration and troubleshooting went smoothly.
* Did each team member work as scheduled?
  + Yes. To troubleshoot we needed to schedule time with the engineer of the group.

What went right?

* We were able to complete all the user stories with the help of the project’s engineer.

How to address the issues in the next sprint?

* How to improve the process?
  + Learn more about Android’s UI development for better UI designs, learn more about the engineer’s python code and threading structure to configure pads.

**SPRINT #5**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub, Gummi Traustason

Start time: 4:30

End time: 5:00

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes.
* Did we do a good job estimating the points (time required) for each user story?
  + No, debugging and testing took longer than implemenation
* Did each team member work as scheduled?
  + Yes, actually the team put in more time than estimated.

What went right?

* The team came together to figure out why the pads were taking to long to respond to commands.

How to address the issues in the next sprint?

* Try to estimate debugging more accurately.

**SPRINT #6**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub, Gummi Traustason

Start time: 4:30

End time: 5:00

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes.
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, the UI and ad
* Did each team member work as scheduled?
  + Yes. To troubleshoot we needed to schedule time with the engineer of the group.

What went right?

* We were able to complete all the user stories with the help of the project’s engineer.

How to address the issues in the next sprint?

* How to improve the process?