**Sprint Retrospective Meeting Minutes**

# Sprint 2

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: 02/12/2018

Start time: 7:00

End time: 7:30

What went wrong?

* Did we do a good job estimating our team's velocity?
  + The team successfully finished the sprints in the alloted time.
* Did we do a good job estimating the points (time required) for each user story?
  + These first three user stories required a significant amount of research. Also, the design of the architecture is a process that requires scrutiny since the product owner requested that the new design should be scalable with any future iterations.
* Did each team member work as scheduled?
  + The team scheduled some time during MangoHacks to meet up and discuss any issues half way through the sprint. However, throughout the sprint each team member worked at different times of the day due to work or school schedules.

What went right?

* Minor bugs in the design were found early enough in the sprint so the team was able to address them before the review.

How to address the issues in the next sprint?

* How to improve the process?
  + Review everyone’s schedule some more and find a common time besides our daily stand-ups to work together on user stories.
* How to improve the product?
  + Implement saved instances for some of the pages in the application.

# Sprint 3

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: 02/23/2018

Start time: 7:00

End time: 7:30

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Team was able to complete the stories committed for sprint
* Did we do a good job estimating the points (time required) for each user story?
  + All three stories have the correct points assigned for their importance. They will be the base of the project.
* Did each team member work as scheduled?
  + We had some troubles with our work/schedule schedules but we made it work. We scheduled brief meeting on the weekends to sort out any discrepancies. Each members put in their four hours daily.

What went right?

* The team was able to adapt to schedule and abrupt changes. There were some architectural last minute changes that were fixed by every team member accordingly.

How to address the issues in the next sprint?

* How to improve the process?
  + Keep each other more informed of what each is doing code wise which can be done through code reviews.
  + Coordinate more meetings with product owner to confirm acceptance criteria.
* How to improve the product?
  + Add more features that will help the user personalize the game.

# Sprint 4

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: 02/23/2018

Start time: 7:00

End time: 7:30

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Team was able to complete the stories committed for sprint
* Did we do a good job estimating the points (time required) for each user story?
  + All three stories have the correct points assigned for their importance. They will be the base of the project.
* Did each team member work as scheduled?
  + With everyone having work/school responsibilities it did get difficult to work on the project because there were more dependencies this time around but at the end everyone performed their committed 4 hours a day.

What went right?

* The team was able to adapt to schedule and project owner’s last minute criteria.

How to address the issues in the next sprint?

* How to improve the process?
  + Coordinate more meetings with product owner to confirm acceptance criteria and have a definite agreement on it.
* How to improve the product?
  + Add more features that will help the user personalize the game and have a more user friendly UI.

# Sprint 5

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: 02/23/2018

Start time: 7:00

End time: 7:30

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Team was able to complete the stories committed for sprint
* Did we do a good job estimating the points (time required) for each user story?
  + All three stories were given the correct points(estimate time) they took all the days planned.
* Did each team member work as scheduled?
  + Everyone worked their 4 hours a day even though it was a busier month than usual having a member moving to a new place and between everyone having school and work but every one kept up with their work.

What went right?

* The team was able to adapt to schedule conflicts and project owner’s last minute criteria.

How to address the issues in the next sprint?

* How to improve the process?
  + Need more meetings with product owner, more than just once a week because some requirements are ambiguous
* How to improve the product?
  + Make the UI show the back end changes that were made and make it more appealing to the targeted audience.

# Sprint 6

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: 03/13/2018

Start time: 7:00

End time: 7:30

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Team was able to complete the stories committed for sprint
* Did we do a good job estimating the points (time required) for each user story?
  + All three stories were given the correct points(estimate time) they took all the days planned.
* Did each team member work as scheduled?
  + Everyone worked their 4 hours a day to prepare properly for the upcoming showcase

What went right?

* The team was able to adapt to schedule conflicts and project owner’s last minute criteria.

How to address the issues in the next sprint?

* How to improve the process?
  + Have more team meetings in person to make sure we are all on the same page
* How to improve the product?
  + Due to time constraints there are more UI changes that should be done to allow user full functionality with backend changes