Sprint Retro

**Thinks that went well:**

Two teams joined late into the project. However, clear and concise communication between members made it easy to figure out how far along both teams were into the assignment. The team set out roles from the onset, discussed how to approach the assignment, and deadlines early on

**Things that could have gone better:**

Due to the two teams merging late into the project – we were scarce for time. Although tasks were distributed early on, it was difficult to adapt quickly.

**Things that surprised us:**

Certain team members took on larger, more difficult roles due to being short on time. Completing extremely difficult, time consuming, tedious task on their own

**Lessons Learned:**

The team has learned to better manager time and to distribute task equally