Retrospective - What Went Well

What went well in Sprint 6?

- Before members start their work, they shared their detailed designs and get suggestions from others to improve them.
- Suggestions and feedback was given in a constructive and positive way
- We have a new consensus on what to expect from MVP, which helps us better coordinate the development of the project
- We had the most collaboration this sprint as our project gets more complex and features interact
- We planned everyone's tasks at the start of the sprint and
- Good communication, constantly updated each other on the status of our work

Retrospective - What Did Not Go Well

What did not go well in Sprint 6?

- We had a lot to learn before we could implement user stories, which delayed our development progress
- The team members have become busier than last semester and have less time to devote to this project outside of planned working hours
- A lot of the work was done toward the end of the sprint, not leaving much time for any issues that may have come up
- Weekly planned meetings were missed without any notice ahead of time,
- Version control is still an issue, we've had trouble merging production versions of frontend and backend code

Retrospective - Action Plan

What we need to improve for next Sprint?

- Merge the backend and frontend production code
- Account for and better plan for a more reasonable weekly load
- Delay or perhaps cancel the machine learning story, we are spending a lot of time to learn and figure out how to implement
- Assign a second member to learn each feature, decreasing reliance on one person
- Schedule weekly times to work together during our Monday meeting to overcome everyone's busier schedule