Technical:

* TESTS
* Github policy
* Better readme

Process:

* Expected time for task
* Policy on when you ask for help with a card
* Split cards down into smaller chunks
* Policy for what happens in verification and specification
* Use priorities more specifically
* Make sure that no one completes a whole section (feature) of the program by themselves
* Expand the policies board

Product:

* In presentation describe the spec and why our program is a solution to the spec
* In presentation give background to the game
* What is the end goal for the project

Might be worth going through all the lecture slides to make sure we haven't missed anything