**Sprint 3 Retrospective**

|  |  |
| --- | --- |
| Group | 3 |

Members:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Wallace Coleman |  |  | Savon Jackson |
|  | Levi Sutton |  |  | Harlan Harris |

* **Bring a printed, stapled copy of your *Sprint 3 Retrospective* to the demo.**
* **Place a copy of your *Sprint 3 Retrospective* (and images) in the root folder of your master branch on GitHub.**
* **Make sure there is a README.md file in your repository as specified in the Sprint 3 Plan, Requirement 3.**

**Sprint 3 Plan Summary**

1. Provide a list of methods that have not been developed:

|  |  |
| --- | --- |
| **Class** | **Method** |
| None |  |
|  |  |

1. Provide a list of methods that are buggy and/or not fully tested:

|  |  |  |
| --- | --- | --- |
| **Class** | **Method** | **Comments** |
| None |  |  |
|  |  |  |

1. If you used an online tool for designing your Gui, fill out this table:
   1. Not exactly on online tool, but it was a useful tool

|  |  |
| --- | --- |
| **Site Name** | Oracle |
| **Site Address** | https://www.oracle.com/technetwork/java/javase/downloads/javafxscenebuilder-1x-archive-2199384.html |
| **Tool Name** | *Scene Builder* |
| **What did you liked about tool?** | Adding controller and methods that are used in response to an action was very easy |
| **What did you not like about tool?** | No particular complaints |

1. Display your Gui design below. Use a whole page if needed. Place your image in the root folder of your master branch on GitHub.

**Sprint 3 Retrospective**

Meet as a group and discuss the three questions below. Provide a thorough written response to each question below:

|  |  |
| --- | --- |
| **Question** | **Answer** |
| Discuss ways that your group’s ability to work as a team evolved over the 3 sprints. | We learned what each other were best at and we were able to divide work according. |
| Discuss what you are most proud about your project. | We were able to include all of the features into GUI that we planned on. |
| Regardless of the effectiveness of your team, discuss ways you could improve your team work. | We would have probably worked better as a team if we were to work at the same time/location |



  