**Sprint 2 Review Meeting**

**Day:** 15/11/2023

**Time:** 20:00

**Objective:**

The primary objective of Sprint 2 was to establish the basic layout for the Monen flashcard app, focusing on creating a visually appealing and user-friendly foundation for future development.

**What Went Well:**

The team successfully achieved the goal of creating the basic layout for Monen.

Collaboration among team members remained strong, and there was effective communication throughout the sprint.

**What Went Wrong:**

While the overall progress was positive, there were some challenges faced during Sprint 2. A minor delay occurred due to unexpected technical issues with the integration of a third-party library for responsive design.

**Problems and Causes:**

The technical issues stemmed from compatibility issues between the third-party library and the existing codebase.

**Improvement Strategies for Next Sprint:**

To address technical challenges, the team will conduct thorough compatibility testing before integrating any third-party libraries.

Clearer communication channels will be established during sprint planning to ensure accurate transmission of design specifications.

**Lessons Learned:**

Sprint 2 reinforced the importance of proactive communication and comprehensive testing.

Additionally, it highlighted the need for meticulous planning and alignment between design and development teams to prevent discrepancies.