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| Materials needed:​ flipover, sticky notes, markers/pens and tape | |
| Group name:INF1E GROEP 5 | Date and time:23/jan/2017—13:49 |
| Sprint #:1 | Leader of the retrospective: Ricky |
| Note taker:Maher | Group:5 |
| Phase 1: Set the stage | * Ricky: We did the basic work we need for the project. I was working hard on the project to get some work done and to try and understand pygame better. * Rogier: We were short on time because Maher and me had to join this groups during sprint 1, but we did manage to complete the first sprint. I wrote the interview rapport and helped other team members with coding. * Maher: I joined this project group during sprint 1 so I had to adjust but I tried to help as much as possible and i created the git hub dispository. * Fabian: After the PO meeting and feedback, I improved the game menu by making the game menu buttons work and by making the game board appear, I also helped other team members during sprint 1. * Alex: I made a start with pygame and did some research on what we could use for our game. I also made a basic start menu in pygame so that we could review it during the PO meeting in sprint 1 |
| Phase 2: Gather data | * A lot of research (-) * Lack of team members at start of project(-) * Good team work (+) * People keep the group updated if they are delayed or absent(+) * Installing the needed programs (-) * Programming could be better but wasn’t to bad(?) * Completed all work items (+) * Made all deadlines (+) * Tutor meeting went well, got all points (+) * Sprint scale = 3 |
| Phase 3: Generate insights | * (Completed all work items) this went well because, we worked as a team. * (programming) this went okay, it could have been better but we didn’t have the required knowledge and time to really program, more time went into research. |
| Phase 4: Decide what to do | * We will remain working as a team and keep up the good communication and make our deadlines. * We will continue to do research on pygame and keep programming so that we can have a functional game at the end of the project. |
| Phase 5: Closing the retrospective | * Ricky was very cooperative and helpful. He was also good in having the word during meetings. * Rogier was very helpful with pygame and he was also very energetic and positive during the project. * Maher was always responding on whatsapp and it was easy communicating with him during off school days * Aleks was always positive even when 2 group members quite the project early on. He helped others with multiple tasks. |