Sprint 3 Retrospective

Sprint 3 was a lot more time consuming than the previous sprints and probably the one that caused us the most issues. In general we were able to start well and progress with our development, but we had a few stories left over from Sprint 2 and so the workload required to get the app completed was larger than we had originally anticipated. What we also didn’t consider was the bug testing time that would be necessary to get the app to a functional and usable state. Also external pressures, such as finals in other classes made our organization difficult. If we had not had the time management skills and tools we incorporated in previous sprints, i do not think we would have been able to finish the app at all. Overall we are happy with how the sprints went and believe we did a very good job for our first scrum.