# Sprint Retrospective Meeting Results for Sprint 1

What went well during this Sprint?

We successfully completed our Sprint goals. We were able to achieve our sprint goals because we all effectively communicated well via Teams and Discord. If we had any errors or issues, we would ask anyone else in the group who understood the problem and knew a way to fix it. We also divided up the goals equally so that the people who are already familiar with Rust could start programming. In contrast, the ones who are unfamiliar with Rust spent the first week learning the mechanics of Rust and contributing to the codebase in the second week.

What problems were encountered?

A problem we encountered was understanding the algorithm for converting tokens into an AST. This is because we were new to Rust, and it took us a lot of time to get used to the syntax of this language. Because of that, we didn't have a lot of time to be able to focus on coding the parser and AST, and due to this time crunch, we had a lot of bugs that needed to be fixed. There were a lot of videos and articles out there on how to do this, but we were mostly confused about how to do this for our specific scenario (creating a programming language for generative art).

Were these problems solved? If so, how? If not, why?

Yes, they were solved. We could do so by watching many YouTube videos and contacting one another for debugging help. The issue we found was with referencing Nodes and being able to mutate them, and the only way we could fix it was by going through each error one by one and adjusting the Nodes so they could function the way we wanted them to.

What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

In the next Sprint, our team will keep in mind that some members are still getting used to Rust. That will help us plan our work so that we leave ample time to write the code. We will also try to have a checkpoint in the middle of the Sprint, where we ensure we are on track to meet the Sprint goal.