

Sprint 4 Retrospective Meeting

What went well during this Sprint?

We had good collaboration this sprint in working on the web interface to improve its design and usability. Our team spent time discussing how we wanted to design the website, in terms of features like layout, styling, syntax highlighting etc. What our team eventually settled on seems to be a good design that is accessible and visually appealing.

What problems were encountered?

We ran into major problems when restructuring our interpreter because we needed to expand our language to handle multiple children. This was problematic because we previously treated each consecutive child as the same entry within the symbol table, however multiple children evolution does not work with this.

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

These problems were partially resolved, although we will still have to continue making modifications into the next sprint. We were able to figure out how to allocate more space in the symbol table for consecutive children, however, maintain the same evolve function for each of those items has been challenging, since each child is retained at a different position but must have the same consistent evolution definition.

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

Going forwards more of our workflow should be centered around collaboration. Delegation was more useful in previous sprints due to needing individual contributions to build features, however now that more of our work is focused on polishing our product, having collaborative input will be more important for the final sprint.