

## **Sprint 3 Retrospective Meeting**

What went well during this Sprint?

We were able to successfully restructure a lot of our code to improve scalability in the future. Previously our codebase relied on building all shapes and transformations from scratch, which we have now revised to use built-in shapes of the SVG filetype. This also led to program restructuring where we divided some of the larger files up to improve readability.

What problems were encountered?

We had a lot of difficulty integrating WebAssembly into our Rust project. This is because the process to get WebAssembly set up was quite long, and even after setting it up we had a lot of bugs. It was particularly difficult to find these bugs because the debugger in Visual Studio was not working, and for some reason, we were unable to print debug statements to the console either. These bugs are related to the fact that the WebAssembly code was running, but it wasn't connecting to the HTML code.

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

Our team resolved these issues as we now can run our Rust program in the browser, through an HTML front end. A lot of these issues were a result of working with a completely new tool, and after we figured out the issues in our code the program now successfully deploys to the web. We also had some issues with evaluation of children, which took a bit longer to resolve than anticipated due to having to redesign certain parts of our interpreter.

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

We can continue to plan our tasks with greater specificity so that there is more clarity in terms of what each of us will be contributing. A greater utilization of the project board as well as better communication will also help us stay in sync better to improve our effectiveness for the remainder of this project.