**Project Sprint 2 Retro Note**

**Team:** THURS-10.30-3

**Sprint:** 2

**Date:** September 6th, 2020

**Attended:** Anh Nguyen, Mitchell Gust, David Brown, SangYeon Lee

**Scrum Master:** Anh Nguyen

**Product Owner:** David Brown

**Development team:** Mitchell Gust, SangYeon Lee

## 1. Things That Went Well

All tasks were completed on time.

Slightly ahead of schedule.

Team communication was good. No member missed any meeting.

Everyone was getting much better at the new technology.

## 2. Things That Could Have Gone Better

Implementation process.

## 3. Things That Surprised Us

Difficulty of setting up a development environment for building microservice applications and developing microservices.

## 4. Lessons Learned

None

**5. Final Thoughts**

*Things to Keep*

Current pace

Current level of communication

*Things to Change*

Need to be more careful when estimating how a user story can be broken into. And how long it will take to finish.