**Project Sprint 3 Retro Note**

**Team:** THURS-10.30-3

**Sprint:** 3

**Date:** September 20th, 2020

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

**Scrum Master:** Mitchell Gust

**Product Owner:** David Brown

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

## 1. Things That Went Well

Despite the unexpected event of our scrum master dropping out, our team dealt with the situation quite well and managed to build new applications which are not behind the schedule. We have completed 70 percent of functionalities and covered an immense amount of unit testing and set up CI pipeline.

## 2. Things That Could Have Gone Better

Nothing.

## 3. Things That Surprised Us

Complexity of microservices architecture and lack of resources to go around it.

## 4. Lessons Learned

Regular communication with team members is very important to understand what each member is doing and increase the team's productivity.

**5. Final Thoughts**

*Things to Keep*

Team’s responsibility on the assigned tasks.

*Things to Change*

Team needs to report the issues to other team members to solve them quickly because each member has a different specialty.