Retrospective reports:

Sprint 1: We had a slow start due to some complications with QT and conflicts between versions, but after we got all of that figured out, we were able to do all of the work that was needed quite quickly. If we stay at this pace, we will finish sprint 2 ahead of time, giving more time for testing.

In the future, we will have to be quicker on tackling issues that prevent certain group members from accessing certain parts of code. This means better communication, which I have talked to my group about.

Sprint 2: Work has gone a lot faster this sprint. Most of the individual algorithms and UI components are completed and unit testing for them has begun. Once unit testing is concluded we can begin putting them together. We have also begun on the BFS/DFS algorithms, as well as the MST. Work for those is going well.

Sprint 3: We have almost completed everything. We are a bit behind schedule in terms of testing, since we have not had the chance to put all the pieces together yet. However, partial functionality testing has begun and once we have integrated all the pieces we can fully begin.

Dimitri's algorithms are working well, but they used a different datatype than the code was made for, so we need to fix that. However, they are working properly on their own.

SCRUM LOGS:
- March 20th - 4:45 to 5:15
  - We visited briefly to plan the structure of our project, who was doing what parts, and to organize consistency between versions of QT and C++ on different machines
- March 27th - 2:00 to 2:30
  - Coding is now well underway. We gathered to make sure that the pieces of code we were taking from the different projects we did in our last groups work together.
- April 8th - 2:00 to 2:30
  - We met to resolve some inconsistencies with what data types we were using. A mix of QStrings and regular strings meant we had to integrate
- April 17th - 4:45 to 5:30
  - We have begun testing. Dimitri showed the others how his code worked and we integrated it together. Will push to main once I get home
- April 24th - 4:45 to 5:30
  - Testing is going well. We are almost done with the UI. Most algorithms are done. I gathered the group to focus on what we need to get done in the next few weeks and figure out who's doing what
- April 29th - 4:45 to 5:30

- ○ We now have most of the things integrated. Some of Dimitri's algorithms had bugs that we had to resolve, but other than that, most of the algorithms work. We worked on UI integration of the algorithms today.
- ● May 1st - 4:45 to 5:15
  - ○ We mostly just did some touching up of the code and bug testing. We found some major bugs in both the UI and algorithms that will need to be fixed later this week
- ● May 6th - 4:45 to 5:45
  - ○ We are almost complete. We have almost fully put everything together. Functionality testing has begun. We have been finding and squishing bugs today.
- ● May 14th - 1:45 to 2:30
  - ○ The program is almost completely done. We need to finish testing though.