

Sprint 2 Reflection

We took a little while to get really started on this project, for a variety of reasons. We had some trouble settling on a game to implement and a couple team members got sick at different points, which made coordinating a little difficult. So, in relation to the burndown chart, a brunt of the labor only got started halfway through the project and the ramp up took much longer. However, we were able to get most of our sprint implemented by the functionality checkpoint, which left us much less work on the last third of the project. Additionally, the progress was thrown off because some teammates could not implement their parts until after others. This resulted in situations where extra work was conducted merging competing implementations. Thus, in relation to the burndown chart, the beginning and end involved much less effort compared to the middle. Once we got going, this sprint progressed quite nicely. Overall, moving forward we anticipate delegating portions of this project will be a lot easier as most of the framework for adding new functionality is already present. Additionally, we have decided to be more diligent in task tracking, switching to Monday.dev to hopefully streamline TODOs and provide additional documentation. Overall, we worked well for a team that just started working together, and as we kept working together we noticeably improved in communication and cooperation.