Sprint Retrospective

Stop:

* To giving temporary names to classes/variables/objects etc to avoid to not changing them later
* To changing GUI components without synchronization with other team’s members

Less of:

* Code push without testing it before unless it is not strictly necessary (updates).

Keep doing:

* Team’s meetings for solving common problems
* Be available in case of problems, doubts, clarifications

More of:

* Do more accurate testing for all methods, classes
* Create more independent task to encourage individual work

Start:

* Defining GUI structure all together at the start of the sprint to avoid push/pull conflicts
* Split classes in different packages to make more readable the code structure
* Add comments in the code to help other team members to better understand the functionality of code snippet