Sprint 1 – Retrospective Meeting Minutes
Group 11

1. Retrospective Meeting Notes

What the team did well during the sprint

- All, but one of the assigned tasks were completed in the sprint run.
- The team is working well together.
- Communication is open and clear.

What went wrong during the sprint

- Unfamiliarity with software cause a time delay.
- Changes to bootstrap and Azure hosting settings needed to be overcome.
- The time needed for the documentation was severely underestimated.
- The difference between user and developer stories were not clearly understood.

What can be improved for the next sprint

- Clearly defined roles regarding the documentation.
- Implementing Bootsrap from the beginning instead of changing halfway.
- More check-in meetings during the sprint.
- Splitting the epic stories into more well defined user stories, and only using developer stories if absolutely necessary.
- We are new to the scrum and sprint methodologies, so the next sprint meetings will be neater and more efficient.

2. Sprint Velocity Calculation

The sprint velocity calculation is the amount tasks were completed in at the end of the sprint.

Issue	Point Allocation
Home Page	3
Login Page	3
Account Page	5
Game Functionality	3
Game Interface	8
Documentation	3
Refactoring	1
Account Storing	3
Linking of Pages	3
Unit Tests	3
Total	**35**

Reflection: The team team achieved a sprint velocity of 35.