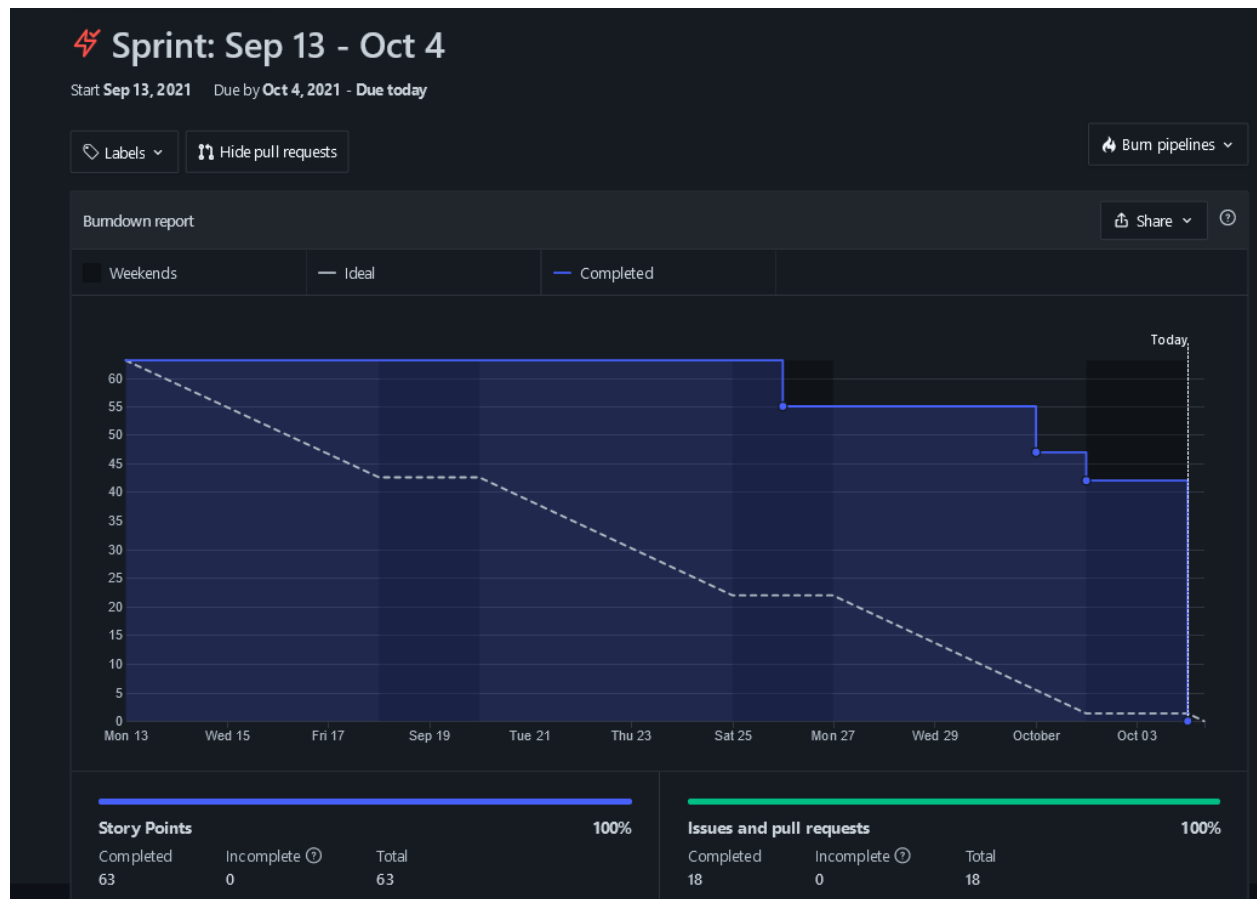Sprint 2 Reflection

Overall, the team was able to complete the majority of the objectives for Sprint 2.

Issues we had faced were some implementations were done at the last week of the project, like creating all the NPC classes and item sprites. This caused us to have a little bit of a time crunch to complete Sprint 2 requirements before the deadline.

Early on, we had problems communicating what pull requests should be reviewed. Finishing the majority of the code sooner will help us in future sprints as it will provide us more time to review each other's code.

Things we should not have done but did were waiting too long to approve pull requests, or making pull requests too large. This meant that there would sometimes be huge merges and long conflicts to solve.

We were good at trying to use Github. We tried to follow the sprint plan, and it usually went well. We communicated well on Discord to get a metric on where people were and often got on calls so we could go through code reviews, pull requests, and help others figure out their code.

We made it a requirement to have at least 2 approvals when reviewing pull requests so that the code would be pushed correctly.

The burndown chart above was not an accurate representation of how we completed the sprint, a majority of the work was done in the last week as our initial tasks were not well described, and some tasks took more effort than others.