

Emerging SWE Sprint 1

Sprint 1

What went well	Votes
Everyone maintained a good attitude through the sprint!	2
No one was against leaning into another task if necessary.	1
The team was on time and present at all meetings.	0
Team meetings feels productive and helpful to tie everything together.	0
Great communication: every area was covered/taken care of because we stayed in constant communication.	0
The handling of our GitHub repo was very smooth.	0
Everyone completed tasks in their assigned user stories.	0
Coding process was not too difficult.	0

What could be improved	Votes
Most of us are brand new to Unity so further knowledge could be useful and save a lot of time.	3
Some confusion with who will handle overlapping tasks	2
In addition to sprint check-ins, would like if we updated each on Teams when a task was done.	1
We had a merge conflict due to someone (me--Ryan) not thinking through what was involved in his branch work.	0

Next steps	Votes
Would like to add music and sound effects to our game! It is looking really good!	0
Game is coming together nicely! Just needing some cosmetic additions.	0
Make progress bar functional.	0
Going forward, send a message in teams whenever a major commit/feature is pushed. Will look into integrating Trello board directly into teams with notifications.	0
Send a message to the team whenever there is confusion over an overlapped task.	0