Retro Sprint 2

What was done well:

* Good velocity: A large number of user stories were completed, with only two left incomplete
* Good strategy change: Early determination of feasibility of web scraping as a solution for the lack of required tools from the Drive API
* Leaves a reasonable number of stories for last sprint
* Punctual meetups
* Successful product review with client, with client approval of progress

What could have been improved

* Major but not all user stories were completed
* Better communication between team members: Issues regarding unavailability were only made known towards end of the sprint
* Preferable in the future to leave more time for testing, rather than last two days
* Would be better to have all team members have a good understanding of web scraping

Risks outlined in Risk Register that were met:

* Unavailability of team member (Michael Oren): This resulted in two user stories not being complete. Better communication would have lessened the impact of this as there was not enough time to redistribute tasks. The other teammate can also share some workload of the member, or assign some work to other member if the absence is informed in advance.
* Illness/ unavailability of team member (Glyn Kendall): Minimal impact as relevant tasks did not require much time to complete. In the future, better communication can also mitigate this risk. Make sure the team is cross functional, so that the other team member can pick up the work as one become ill.