<u>Sprint</u> 1 Retrospective

What went well in the sprint?

- The Sprint goal was met, and all the user stories have been completed and tested successfully.
- The team made good contribution towards resolving all the bugs and issues.
- Optimized the code for connections from the last sprint and enhanced the user experience
- The restructuring functionality has been changed from the last sprint and has been implemented in a more intuitive manner to decrease the numeric computations upon drag.
- All the blockers have been resolved since the last sprint and no technical dependencies created in this sprint

What could be done better?

- When multiple shapes are placed on one other and lines connected might not be stable as it might result in few inconsistent connections. This happens only when the workspace is inundated with plenty of shapes. This is not consistently reproducible though.

- At times, though the dots are connected with the lines it might appear that the dots are not connected, in such cases we suggest the user to move either of the blocks to check the connectivity. Although this is not a consistently reproduced we aim at delivering a stable product.

What didn't go well and needs to be worked upon in the upcoming sprints?

- At times the dots and the lines are misaligned when the shapes are clicked rapidly and moved around. We observed this issue a couple of time but were unable to reproduce this issue consistently. We hope to stabilize this in case we are able to reproduce this consistently.

- Stabilize the connections even when there are plenty of shapes on top of one another.