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Sprint #3: Retrospective

1. What went well in the sprint?

The things that went well when it came to this sprint is that the assignments that there is now a clear path on what the project would end up looking like. When it comes to the GUI, there is also a menu like system.

2. What went wrong in the sprint?

What went wrong in this sprint is that there were inconsistencies between what the final project would end up displaying, and how the notification system would work when it comes to the pygame GUI. There are also some logical errors when it comes to the display and the waitlist functionality.

3. What did you learn?

What we learnt is how some pygame functions work and how to reset, or clear screens when traversing through a pygame menu. What we are currently learning is how to keep global variables as loops of the screens move through student and admin.

4. How should the next sprint play out?

Completion and rundown of the project is the final step before submission. The final output/screen being fully implemented. Lastly, that the loops for the screen are organized and steps are made to make the presentation understandable. Also implementing any missing docstring.

5. Is there any unfinished task that you need to carry forward to the next Sprint? (If there are tasks that were not completed during Sprint #3, list them out and explain why they were not finished. These tasks will be carried forward to the next sprint backlog for prioritization.)

So far, most of the functions that we wanted to implement are now implemented and running in the console. We plan on taking the next week to work on and finish the GUI using PyGame.

Taking the week to implement a GUI will make the project complete, as just having the program run in the console would not show the full effort that was put into the project.