Group Name: DRIV Studios
Name of Participating Members: Deep, Ria, Vidy, Ilya
Start Date of Sprint: 4/26/2021
End Date of Sprint: 5/10/2021
Original Sprint Goals: Polishing the UI, creating a statistics screen, testing with people
Current Scum Master: Ria
Next Scrum Master: Ilya
Current Product Owner: Ilya
Next Product Owner: Vidy

Review

1. What was accomplished in this Sprint?
   Through this Sprint, we were able to transfer data between our separate screens in each feature. We also created a backlog to track our progress for this past sprint. We implemented features from our backlog such as popularity-meter and mainstream-meter.

2. What (if anything) has changed in your environment?
   The only thing that we are still adjusting to is having 2 people remote and 2 people in school. We are still getting used to having standup meetings in class with 2 people in the same room and having to communicate and work together in different settings. Other than that, nothing has changed in our environment.

3. What (if any) adjustments did you make to your backlog based on the results of this Sprint?
   No adjustments were made to our backlog as a result of this Sprint, rather we are simply working through them. We plan to add more elements to our backlog this week.

Retrospective

Evaluate how this Sprint went with regards to individuals, interactions, processes, and tools. Based on this evaluation answer the following questions.

1. What went well during this Sprint?
   Throughout this sprint, we stayed efficient by only communicating, when necessary, but rather focusing on our individual tasks to move forward.

2. What problems were encountered?
   We had some merge errors earlier in our Sprint, which forced us to rollback and determine to source of the issue. The version in main has errors right now, however the version we used for our demo in DS-Integrating-Playlist-Details is working.

3. Were these problems solved? If so, how, if not, why?
   Yes, this was solved by simply rolling back. In the future, we just need to make sure to communicate if something is pushed and work in our own branches when possible. We

still need to manually resolve issues for our attempted merge to main, but for now we have a working version for the demo.

4. What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?
   We can communicate more often and use our back log more effectively so that we can better track our progress and be on top of our work. We used our backlog for the first time this week and even then we didn't strictly follow it.