# Sprint Retrospective

* During your retrospective, spend at least 10 minutes talking over:
  + What went well
    - Worked together well
    - Good communication
  + What didn't go well
    - Scope creep on models
  + What specific things you can do to improve
    - Better estimates of cards
    - Better planning / in depth
  + List the measurement criteria
    - Cards completed
  + Assign a percentage to each team member based on your metric specified in this sprint's planning
  + Each person should have a percent between 0-100%
  + Total percent for the team should be 100%
  + Include the scrum master, and all of the members of the group (marking those who are present).

Avery – 25% - present

Kai – 17% - present

Cole – 25% - present

Jaden – 33% - present & scum master

Laurel – 0% - dead to us