**Sprint 2 Retrospective**

SCRUM Master: Sarah White

Team Member: Chau Ngo (Chloe)

Sprint 2 was a hard sprint for the team since we lost our previous SCRUM master due to the flu and subsequent Q-drop. Since he dropped on the last day of the sprint without completing the tasks he assigned for himself, it put the group as a whole at a disadvantage. However, Dr. Tanzir was gracious enough to give our team a day to catch up.

After our team member told us he was leaving and finally pushed his work the day the assignment was due, the remaining team members were quick to pick up the slack in the project, allowing us to finish most of the sprint two objectives on time with the extra day. This teamwork and communication will be essential to ensuring this project stays on track.

The product backlog was adjusted to reflect the work completed during sprint 2. There were many things that we hoped to finish, such as completing the client-server communication and the beginner AI, however, due to time constraints, this did not happen. The team, and especially the new leader, needs to be aware of how the team members are spending their time in order to make sure that the project will be completed. This will require lots of honest communication between the members of this team.

With regards to changes to the backlog, the team figured out that everything done in the KalahMain file was not useful with the client-server model and it was therefore scrapped. However, its main game loop was reformatted to fit the Client and Server files. In addition, a bit of data loss and the loss of the previous team leader pushed the beginner AI portion of this sprint to a lower priority than the client-server model. This caused the entirety of the AI to be pushed back to sprint 3.

Since we are now only a team of two members, more care has to be taken in regards to the work that needs to be done. The team needs to focus on fixing the core mechanics of the game and the necessary sections before working on any additions.