**Sprint 3 Retrospective**

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Sprint 3 was a challenge for the group, with the merging of the client-server and minimax-AI halves of the project being the most difficult part. We have had hard time in client-server and minimax-AI. This proved to be a challenge to the members and took a lot of time to complete. This in turn affected the project when the team decided to redirect the idea of multiple AI difficulty levels.

The team members found it difficult to help one another due to the fact that the work was divided into 2 tasks individually: client-server and minimax-AI. Each team member is responsible for one tasks. This led to a lack of understanding of each other’s work and ultimately hindered the team’s ability to help each other debug.

The product backlog for sprint 3 was adjusted to add in the Pie rule, which had, regretfully, not been added to neither the sprint 2 nor sprint 3 backlog. However, since it was one of the required changes given to us, we thought it would be best to add it in, regardless of the backlogs we turned in previously.

This sprint is marked by good understanding and focus in order to finish this project. If we can divide again, we would work together on client-server first then we can move on to the AI minimax. In this case, we can together make the better communication about the sprint. However, we have acknowledged many things from this project which we really enjoy it.