**Sprint 3 Retrospective**

SCRUM Master: Sarah White

Team Member: Chau Ngo (Chloe)

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. The team had a hard time with the client-server and minimax-AI. They proved to be a challenge to the members and took a lot of time to complete. The sheer amount of time the client-server and minimax-AI took caused the team to leave out the 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 was responsible for one of the 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 backlogs. 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 marked by good understanding and focus in order to finish this project. If the team could go back and redistribute the tasks, we would choose to work together on the client-server first then move on to the AI minimax. That way the team would be able to come together and communicate better about the sprint. However, despite our downfalls with this spring the team really enjoyed working on it.