

What went well?

Our user stories are clearer and more reasonably sized. Although we didn't complete all the user stories, we're making better estimates on average. Some user stories that seemed pretty hard were completed.

What went bad?

In the beginning we made some design choices that now cause problems. This is due to the fact that no one had worked with android before, so we did not know the implications of the choices we made (fragment vs new activity).

We also ran into some problems with our program, more specifically that our program didn't wanna read from the API. Luckily, we fixed this after a few hours by updating to the latest version of Android Studio.

Not all user stories were completed.

What can we learn from that?

Always run the latest version of the software you are working in.

We need to keep improving our estimates.

In future projects it is desirable to have at least one person within our group that knows that has prior experience with that IDE/OS

How can we use that new knowledge for the next sprint?

We will continue with effort estimations to become better at doing them.

If we branch off and work on that branch for a longer time, we should get the newest version if the branch we came from gets new commits och merges