**Sprint 1 Retrospective**

**Play Boiler**

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**Team number 7**

**1. What went well?**

The overall sprint went well. We were able to get a lot of the foundation set that will allow easier expandability into the following sprints. The server was designed in such a way that it can add more functions with ease. This includes being able to connect the application to the server and getting communication between the two.

Two primary examples that went well were creating a profile and creating an event locally on the phone. These had the smallest number of bugs and when debugging happened they took the least amount of time.

The communication between the server and the server database also went smoothly and was a strong suit for the first sprint.

**2. What did not go well?**

Time management was definitely an issue during the first sprint, we didn’t meet as often as we needed to and therefore had an unnecessary amount to finish in the last days.

We also had issues with the communication between the application and the server. Some of the formatting was difficult to work around, and initially caused issues.

Another thing that didn’t go well was that the third user story did not get 100 percent completed. The story was:

3. As an event creator, I would like to be able to view my created pickup game and who all is coming to it.

This user story didn’t get completed because we were initially confused on whether or not the user story had to be copied from the backlog in its entirety or if parts could be taken out and then explained as to why we didn’t put this part in the sprint.

We also had a hard time finding the correct database program to use initially for the database server as there were complications with privileges allowed on the account.

**3. How should you improve?**

The first way to improve will be to meet more often so that the whole team is on the same page throughout the project and to ensure that more work gets done in a timely manner. This will be improved through a more defined schedule on when we need to meet and making sure that we meet when we say we will.

The second way to improve will be to set up the Github so that we don’t have to pass information back and forth on a flash drive. This will allow people to work with the most recent version of all the code so as to make sure that everything they do is relevant.