**Sprint 2 Retrospective**

**Play Boiler**

**Craig Brentz, Jake Brown, Denver Kirschling, Dylan Smith**

**Team number 7**

**1. What went well?**

In general this sprint went well. We used the github much more during this sprint and completed all the user stories that we expected to complete. Furthermore the design of the project allowed us to divide the work efficently. The stories we completed were:

1 As a user, I would like to be able to join a pickup game that’s being hosted.

2. As a user, I would like to be able to leave a pickup game that I had joined.

3. As a user, I would like to be able to see how many people are in the current pickup game and make sure that it doesn’t go over the allotted amount.

4. As a user, I would like to be able to see my past games if time allows.

5. As a competitive sports player, I would like to be able to play with other people who want to be the same competitiveness as me.

6. As a user, I would like to be able to view my top 3 sports played.

7. As a user I would like to be able to log in to the application.

These stories were completed, both on the server and aplication with only limited problems with communication and application interfacing.

8. Testing

This took the most amount of time predictably. However, we did get everything working how we wanted it.

We also improved how often we met and how early we began, allowing us to focus more on the problems that arose as we proceeded.

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

Overall, the worst problem in this sprint was difficulties with github. While we also had issues with reguards to untested code, it took some time just to find the most recent version of the project throughout the sprint.

Additionally, we changed some of the implimentations made during the first sprint and made them a bit more complex as we realized that the system we were building was more complex than we had originally thought. This hit the app a bit harder than the server due to the server's cartamentalized design.

**3. How should you improve?**

Although this sprint went much better than the first we need to continue to improve our teamwork and meet more often. This is so that we have plenty of time to test and check for corner cases which we may not expect. Additionally, we need to find a way to interface with github more effectively, avoiding the issues that arose this sprint, as noted above.