**Sprint 1 Retrospective**

The following tasks were completed during this sprint:

All Members: Install Unity/Learn Github

Kasun/Joseph: Create a Room

Dani: Create UI

Dani/Jose: Research on UI

Tariq: Research on music/sfx

Oscar: Find customer for the game

The following tasks were not completed and will be moved to the next sprint or a later one

Ernie: Implement a Gun - Moved to Future Sprint

Abel: Come up with puzzle ideas - Moved to Sprint 2

**Lessons Learned**

Since this was the first sprint, we all learned how our meetings should take place. We learned how to start communicating with one another. We also figured out that we should stay focused on one part of the assignment at a time. We had Ernie working on the gun game object which would be used in a later level. We discovered that this was a task that should have waited until it was needed. Now it is placed on the product backlog. Also, we should help Abel with coming up with some game ideas.

**Going Forward**

For the next sprint, we all have individual tasks that we will combine at the end to complete the first level. Our communication during this time will determine whether we will complete the level in time.