

What went well

Overall, we were able to stay on track throughout our first sprint. We were able to complete all of our goals for the first sprint and we completed it in a steady manner and didn't save things until right before the deadline. We were also able to have good communication skills through electronic communication, scrum meetings and talking in class. We were also able to come up with a cohesive theme that was implemented throughout the application.

What didn't go well

We ran into a few issues during sprint one. One issue was pushing and pulling on Github. There were cases when some of us were unable to push or merge issues occurred. There was also instances of having to start over or completely delete our local repositories. We also had issues in the beginning when building our website that we misunderstood how often you should push to master and fixed that later on in our sprint. We also ran into some difficulty when integrating the Firebase API. We also had originally planned on using Material.io to implement a theme into our application. After more research, we discovered that this was not possible so we ended up deciding on a color and a font to use throughout the page.

What could be improved

We could improve our knowledge of Git for the next sprint. Through practice, we will get better at utilizing git in the best way possible. We also could to improve on updating the backlog each time we have a new issue to solve. One nice thing about Waffle.io is that it updates each time we do a pull request so we believe this will get easier as our knowledge of Git increases.

Challenges

1. Git
2. Firebase API