Cards Against Humanity Mobile Game Team
Sprint Retrospective Document for Sprint #1

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What Went Well	Notes
Clear division of tasks	We had a clear distinction of what tasks were assigned to what member and stuck to our assigned tasks while still keeping in touch on that status of the various parts of the project.
Completion of tasks	Although various tasks were not completed as planned most of the decided tasks were finished during the sprint.
Improved communication	We started to touch base more on what's going on with each part of the project and what we are working towards.

What Did Not Go Well	Notes
Consistent Communication	There were some spans of time that the team had inconsistent meeting times / frequency.
Collaborative Discussion	All members contributing to discussion, and prevent un-constructive discussion. This will help: Collect ideas for improvement Consolidate and prioritize ideas.

What Could Be Improved	Notes
Game Play	Make it so that you can interact with other players and play an actual game of Cards Against Humanity.
Network API	Make sure everyone understands the Network API in order to be able to move forward with the project.
Appearance	Players to appear dynamically around table in circle, now need to improve to make aesthetically pleasing.