
CS 192 AY 2014-2015 Lessons Learned Report

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Date: March 20, 2015

Project Name: Planimal

Client: Cyan Worm

Sprint Number:3

1. What were the main lessons your team learned in this sprint?
 - Integration of DAO classes is much easier after revising the UI
2. Describe one example of what went right in this sprint.
 - We had our desired UI.
3. Describe one example of what went wrong in this sprint.
 - We run out of time.
4. What will you do differently on the next sprint based on your experience working on this current sprint?
 - Allocate more time for UI.