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*TEAM NUMBER: 21*

## Sprint 3 Retrospective

After Sprint 2, we did not obtain numerous changes as before for our project and our team was much more structured to target more of the details that came with the changes from Sprint 2. There were plenty of good aspects during this sprint and other aspects that perhaps will need improvement through our next project. One of the good aspects was our willingness to tackle down the tasks that we had been assigned. From Sprint 2, we learned that we were able to quickly adapt, but throughout this sprint, the details and the bugs from the different requirements was definitely the part we needed to focus on. By this point, we had a much better idea of what our end goal was and therefore were able to accomplish the different aspects of the game that we needed. Our parts were not as dependent on one another as in the previous sprint, but they definitely made it essential for future changes on structuring and organizing. As a result, despite having an idea of how pie rule worked, we moved this aspect of our code a few times due to trying to have a more concise structure for our game. Each of our members was able to place the time necessary in order to accomplish our task along with being able to put more time for other aspects of our code, such as the timer. We realized how much more dedication this aspect of the game would require us and therefore, we focused on finishing the rest of the tasks and leaving this task with more sufficient time to tackle the issue. Due to our initial work of having the basic foundation of every part of our game, this last sprint was much easier and more organized to accomplish due to it only being the minor details.

However, one aspect that needs improvement is the organization and documentation of our code. Due to all the numerous changes, it was hard to keep track of how we wanted it organized and what we were trying to accomplish. This it made it hard to visualize and assemble our code in a more structured format. Although we definitely did focus on this aspect throughout our game, separating the servers from clients, along with user players from computer players, the structure within functions and so forth could have been cleared up and much more concise had we realized how repetitive it was. It is hard to perhaps tackle this specific issue as we are strongly emphasizing on actually being able to tackle the problem we are giving and how to add a specific feature to our game. Despite this, we tried adding code along the way for future reference on the purpose of specific functions and we definitely had to go back to organize, refactor, and provide much more supportive and substantial comments for future readers and users. Regardless, due to our efforts from the beginning, we were able to accomplish all the items we had planned from the product backlog and for this specific sprint, along with various other features that we thought of along the way. Due to the dedication and time we put into this project from the beginning, we were able to deliver the product that we had visualized and planned for. Although we did have a few aspects that slowed us down such as misinterpreting our tasks for sprint 2, we worked rigorously to get back on track. As a result, we spent more hours on this project than originally planned, but considering we paced ourselves for each sprint, in the long run, it helped us invest our time in the aspects we needed the most.