HaileyToday at 5:18 PM

What went well?

Jeremy GallagherToday at 5:18 PM

Teamwork

JonErikToday at 5:18 PM

Did the Agile system seem good to you two?

Jeremy GallagherToday at 5:18 PM

Helped each other out

JonErikToday at 5:18 PM

Yes I agree the teamwork is good

Jeremy GallagherToday at 5:18 PM

I think it still helped the process

HaileyToday at 5:19 PM

I think there was lots that helped, communication was great

JonErikToday at 5:19 PM

I like the Agile stuff but it is project management and not strictly development

HaileyToday at 5:20 PM

I am not wanting to be a project manager so anything that feels like that makes me cringe but this isn't so documentation heavy

JonErikToday at 5:20 PM

Yes I agree that communication was great

HaileyToday at 5:20 PM

What didn’t go so well?

[5:20 PM]

Took me forever to figure out how to make the score appear and had to have Jeremy help with that

JonErikToday at 5:20 PM

Yes I agree Hailey. Mostly the management stuff is in Azure so we don't have to DO much there and can concentrate on development

[5:21 PM]

Graphics have been slow-ish for me

[5:22 PM]

Here's Wally in progress

HaileyToday at 5:22 PM

Nice

Jeremy GallagherToday at 5:22 PM

nice

HaileyToday at 5:23 PM

Ready for the next question?

JonErikToday at 5:23 PM

Shoot

HaileyToday at 5:23 PM

What have you learned?

Jeremy GallagherToday at 5:23 PM

A lot about android studios

[5:23 PM]

lol

JonErikToday at 5:24 PM

I've learned more about Agile and quite a bit about Android Studios

HaileyToday at 5:24 PM

I learned that it can be difficult finding things with the built in coding in android studio, but I don't want to manually do all that

JonErikToday at 5:25 PM

Yeah its a double-edge sword

HaileyToday at 5:25 PM

When you write the code yourself you know where it is

JonErikToday at 5:25 PM

Want to make adjustments but gotta dig for that

HaileyToday at 5:26 PM

we need to figure out how to make the double tap easier or add a button to submit a word

JonErikToday at 5:26 PM

And what it does, and why it doesn't when it doesnt

[5:27 PM]

Adding a button will make the speed game very difficult, but if we can't figure it

Jeremy GallagherToday at 5:27 PM

Yeah, I can try changing the delay and see if that helps

[5:27 PM]

but I would like to find another way of doing it

JonErikToday at 5:27 PM

Is there a delay?

Jeremy GallagherToday at 5:27 PM

yeah, a check for clicks within a time frame

JonErikToday at 5:28 PM

Lol, now we're back to Scrum talk.

HaileyToday at 5:28 PM

Last question kinda covers what we were just discussing

[5:28 PM]

What still puzzles me?

JonErikToday at 5:28 PM

We should wrap the retrospective and save the issues for tomorrow's scrum

[5:28 PM]

Oh, lol

[5:29 PM]

I'm not puzzled by anything particularly that I can think of, other than the Android issues we already discussed

HaileyToday at 5:29 PM

I am still figuring out where android studios puts things

[5:30 PM]

I guess that makes me puzzled?

[5:30 PM]

Jeremy GallagherToday at 5:30 PM

No puzzles here yet

JonErikToday at 5:30 PM

Well it is a puzzle. If you can't find something then I guess you're puzzled

Jeremy GallagherToday at 5:30 PM

lol