CS 192 Software Engineering II
Lessons Learned Report

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Developer's Group Name: Legends

Project Name: Dark Night

Sprint Number: 1

1. What were the main lessons your team learned in this sprint?

   We must have more communication for the code to be done in an earlier time, and we must make sure that all packages are available in the systems that we are going to use.

2. Describe one example of what went right in this sprint.

   We have researched about the necessary engines weeks before the actual start of the sprint. Because of that, we had little problems in coding.

3. Describe one example of what went wrong in this sprint.

   We did not have the proper installation of the required software prior to testing. Because of that, we were initially unable to test properly.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

   We will start earlier next sprint.