

## **Sprint 3 Retrospective**

Jacob Augustine

This sprint started off rather slow as some of our code needed to be refactored. We also needed to add more tests to get proper coverage and we never really met the mark in that regard. It also seemed like a lot of us were busy with other classes for some of the time and I was out of town for a week at a conference. Still we were able to add a lot of functionality even though we felt pressed for time. We also should have done more meeting earlier as opposed to cramming out stuff the weekend before.

Tejaswini Kancharla

This sprint was good and satisfactory. It started with refactoring our code into object oriented program. We didn't realize that refactoring consumes so much time until we did it. I felt that our coding speed and team dynamics are way better compared to the first sprint. Some problems which we could not solve individually were discussed and solved together. Overall, I am happy that the product owner was happy with our work. We made a lot of progress in this sprint in getting a lot of features in.

Tyler Dansby

Overall, this last sprint went fairly well. We spent a lot of time at the beginning refactoring our previous code (game logic and GUI) to be object-oriented. After that we implemented current games, game creation, and invites, among other minor things. Our communication was pretty good and we worked well together, even though we couldn't meet up as much as other sprints due to other classes.

Nick Kaliher

This sprint felt very slow at the start with all the refactoring but it picked up a lot after we finished refactoring. It took a long time to get the logic and GUI back up and running but produced much cleaner code. Changing all the code made the test refactor very easy to raise up to 80% for our logic. I was happy with our team interaction and communication for the most part and think we produced a pretty decent product out of this sprint.

Josh Welch

This sprint was very slow at the start as we were caught up in refactoring. It took a couple of weeks for the gui refactor, which stopped a lot of progress. During the first 3 weeks we also had 2 group members refactoring the game logic. The refactoring helped a lot with making things easier to use, but we definitely ended up running out of time before we could finish. We managed to get most of the functionality finished, but unfortunately we didn't get all of it.