

# Sprint 1 Retrospective - Iguana Team

Team 1

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## 1. What went well

- a. Added support for multiple artists on the iOS app.
- b. Fixed the API routes
- c. We were able to get the majority of our sprint tasks done!
- d. Settled on an (initial) API, which should allow for less “blocking” on other team members during future development
- e. Almost all OS X backlog items were completed with appropriate time estimations
- f. An extra OS X user story was completed: gapless playback

## 2. What did not go well

- a. Overall the sprint went well. There were a few minor hiccups with having one person block another, but overall it went well.

Task	What didn't go well	Reason	Fix for the Future
<b>Signing into and registering for a relisten.net account in the iOS app.</b>	Secure authentication	Underestimated time needed. Spent too much time in the setup stage, not enough time developing.	Allocate more time than expected, and include logistics/setup in time
<b>Playlists in the iOS app.</b>	Playlists weren't implemented in the iOS app.	The routes had not been finished, so playlist were not able to be implemented.	Put playlists in the sprint after APIs being developed
<b>Play, pause, fast-forward, rewind and seek playback in the web app.</b>	The fast-forward, rewind, and seek buttons didn't work properly.	There was no queue of songs for rewind and fastforward to work. Seek was too much time too implement.	Play better, so that we know we must have API's for playlists before we implement fast-forward and seek. Have better time estimates, so we can implement seek.
<b>Easy-to-use, user-friendly OS X</b>	Implementing a custom year cell and	Couldn't identify a layout that provided	Identify what information is useful

<b>interface.</b>	show cell with extra information	useful information while looking good	for picking a year/show and sketch a layout before attempting code
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### 3. How we should improve

- a. Better communication between individual team members.
- b. Time estimations for individual parts being more relaxed.
- c. Make sure that one team member doesn't block another person.
- d. More frequent team meetings.