

Sprint 3 Retrospective Meeting

What went well during this Sprint?

We were finally able to settle on a backend solution and implement it really quickly. This was something we had been spending a lot of time on trying different solutions and finally settled on an easy and quick solution during this sprint. We also finally got to experiment with the UI and were able to decide and commit to a design.

What problems were encountered?

We had trouble implementing the UI. We wanted to be mostly done with implementing it, but it turned out that we had to spend a lot more time on actually planning it out. We had a couple of debates about what buttons to add, what settings preferences to allow, and what to show on the home screen. This was because we want the user to have a very immersive experience. So, we didn't have enough time left to actually implement it.

Were these problems solved? If so, how, if not, why?

These problems have not been solved just yet. We are going to expand the time it takes for the UI tasks and push them over to the next sprint. We just didn't devote enough time to this task, and we didn't know how long it would actually take. It is clear that UI is an important and integral part of our app.

What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

We can make sure to discuss not only what work we would do in class during our standups but also the work we plan to do at home during each day and week. This would help us get better context of the work that will get done during each day and week and make our planning more accurate.