Sprint2 Retrospective Meeting

What went well during this Sprint?

We built the application to an MVP-ready state by the end of the sprint. Our location tracking is functional, we have audio able to transmit between multiple devices, and have a link between user volume and the location.

What problems were encountered?

We struggled a lot with the dependencies and running our code due to problems with installing this library that is required to run IOS apps known as Cocoa pods. We also had problems with microphone and speaker permissions which delayed our audio calling functionality by 2 days.

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

Yes. We solved the dependency issues by reading the Cocoapods documentation and reinstalling it on all of our devices. We solved the microphone permission issues by researching how the permissions work and trying different solutions until we had audio functional.

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

We can work to improve our accuracy of time estimation for all of our tasks so we can accurately fit in tasks we can do reasonably in a sprint and plan well for the end of the project.