<u>Sprint 4 Reflection</u>

   Overall, during this Sprint we feel that we performed work more efficiently. We did a lot better with figuring out the specifics of what work we had to do initially, and we did better with getting the initial work done faster, too. However, one issue we ran into was that merging all of the different pieces of our project together into a whole was pushed back quite a bit. This is likely partially due to the fact that there was simply more work this Sprint compared to our previous ones. Unfortunately, this delay of merging caused bugs to take longer to both find and to fix, since each group member up until the merge was working on a very incomplete version of our project (and therefore certain large bugs didn't exist until the merge). This caused a lot of extensive last-minute bug-finding and resolution. For this reason, as well as the fact that we decided to take OSU's instructional break as a real break, we were not able to complete code reviews before the intended deadline. However, we are planning on having these done and submitted within the next few days.

   In summary, this Sprint was successful and we are happy with our final product for this deadline. We had some issues with having to push back our merge, but we feel that this was reasonable considering the significant amount of work that had to be done within this Sprint compared to within all of the others. Our code reviews will be completed soon and we will be in a good place to start adding new interesting features for Sprint 5.