# Sprint Review and Sprint Retrospective V - <Bear’s Den Burrito Bowl>

* Features implemented
  + Flammability filter
  + Palette display is cleaner
  + Shows names of blocks
  + Acquisition of blocks in-game with copyable command
  + Updated tests and added new ones - circle gen(?) and item acquisition
* Issues fixed
  + Some png’s showing up as gray
  + Png’s show up blurry
  + UI was very clunky
  + Blocks get squashed if texture too large
  + Better color algorithm
  + Expanded range so it will always find the correct number of blocks
* Implementation review
  + *What went well in the implementation*
    - Actual coding part of this went quite well
    - Website is actually useable
    - No longer embarrassing to look at
    - Documentation tasks ACTUALLY GOT DONE
  + *What problems occurred*
    - Certain team members were unresponsive
    - No clear plan, stuff was all over the place
    - Responsibility of getting everything done fell on certain people
  + *How problems were solved*
    - Someone took charge to make sure everything got done
    - No solution to the unresponsive team members
* Changes made
  + PM role has basically shifted
  + TO-DO list
  + Each task on github has a short summary of what needs to be done
* Plans for next sprint *(What will be done for the next sprint)*
  + Theoretically create a new feature - either login or roof textures
  + Would like to add the hard include/exclude, so people can use their favorite blocks and keep out ones they dislike
* Sprint Retrospective
  + *What went well?*
    - Actual coding
  + *What could be improved?*
    - Sharing of responsibility / work
  + *What will we commit to improve in the next Sprint?*

| *Change* | *Who will be responsible for the change* | *Who will check in on the change half-way and when* |
| --- | --- | --- |
| *Make sure someone makes what needs to be done clear* | *Will* | *Owen - after the first meeting* |
| *Make sure that tests are given a short description* | *Addam* | *Will - after new tests are complete* |

# Sprint Review and Sprint Retrospective ii - <Bears Den Burrito Bowl>

* Features implemented
  + Updated HTML UI
  + Created a circle generator
  + Product and sprint backlog was updated
  + Added a login and drop-down menu
  + Made JavaScript file for functionality
  + Updated SRS UI pictures
  + Updated kanban and issues
* Issues fixed
  + Circle generator errors
  + Profile dropdown error
  + Javascript errors
  + CSV file fixed
  + Login issues fixed
* Implementation review
  + *What went well in the implementation*
    - Tasks were completed and had good collaboration
    - Website UI was significantly improved
    - Website login was curated
  + *What problems occurred*
    - Not having feedback to change documents
    - Usability testing was not able to happen
  + *How problems were solved*
    - We discuss our issues and problem solved by collaboration and communication
* Changes made
  + HTML code was changed significantly, looks more clean
  + Created a javascript file to have more functionality within the website
  + Circle generator changed to create better circles
  + Updated kanban
  + Changed the layout of website
  + Created login on the website
  + Circle generator finished so it works
* Plans for next sprint *(What will be done for the next sprint)*
  + Testing and bug fixes
  + Develop the website even more, implement backend into the front end
  + Deliverable 2 revisions, deliverable 3 revisions
  + Sign up page
  + Palette page showing palettes and filtering
* Sprint Retrospective
  + *What went well?*
    - Project task management
    - Accomplished goals
  + *What could be improved?*
    - Looking at tasks ahead of time to know when things need to be done, ex. usability testing
    - Implementing backend into the front end
  + *What will we commit to improve in the next Sprint?*
* We commit to complete tasks more time efficiently
* Collaborating on tasks together to get them done quicker
  + - *What changes will be made to how we work for the next sprint?*
    - We will communicate our issues with each other in a more organized matter
    - Have more tasks assigned to specific people
    - Ask for help with things in/before/after class to get clarification

# Sprint Review and Sprint Retrospective i - <Bears Den Burrito Bowl>

* Features implemented
  + Skeleton of HTML was created
  + Implemented a Kanban to the repository
  + Product and sprint backlog was updated
  + created branches for everyone's repo
  + committed to main and started coding
  + SRS document added functionality/non functionality requirements
* Issues fixed
  + We revised deliverable 0
  + modified issues in the github repository
* Implementation review
  + *What went well in the implementation*
    - Skeleton was made without any trouble
  + *What problems occurred*
    - confusion on the backlogs
    - had trouble coming up with sub tasks for the user stories
    - overloading the sprint
      * too many tasks so the sprint was longer than anticipated
    - underestimation of task time
      * time estimates for tasks could have been too optimistic, leading to some tasks taking longer than expected
  + *How problems were solved*
    - team clarified the backlog items by holding a backlog refinement session
      * we discussed each item in detail, broke them down into smaller tasks and ensured everyone understood the scope and goals
    - worked collaboratively to break down user stories into smaller tasks, ensured each story was decomposed into specific tasks
    - prioritized the most critical tasks and focused on delivering some sort of product start before it was over
* Changes made
  + started skeletal portion of HTML
  + started filter feature in python
  + revised the user stories and project description from deliverable 0
* Plans for next sprint *(What will be done for the next sprint)*
  + feature enhancements
    - implement the core mechanics of the building system
    - add basic customization options for blocks
  + user interface improvements
    - design and integrate an intuitive UI for selecting and managing building materials
    - introduce tooltips and user guidance for first-time users
  + testing and bug fixes
    - conduct playtesting and sessions to identify usability issues
    - address known bugs and ensure smooth website mechanics
* Sprint Retrospective
  + *What went well?*
    - Project task management
    - Time management
    - Accomplished goals
  + *What could be improved?*
    - time management
      * set more realistic time estimates for tasks and allocate buffer time for unforeseen issues
    - clearer prioritization
      * prioritize tasks based on impact and dependencies to ensure the most critical features completed first
      * clearly define sprint goals and deliverables to keep the team focused
    - task breakdown and clarity
      * break down large tasks into smaller, actionable sub-tasks for easier tracking and management
      * ensure all tasks are well-defined with clear acceptance criteria to avoid confusion
  + *What will we commit to improve in the next Sprint?*
    - *What changes will be made to how we work for the next sprint?*

| *Change* | *Who will be responsible for the change* | *Who will check in on the change half-way and when* |
| --- | --- | --- |
| clearer task prioritization and sprint goal setting | project manager | project manager during mid-sprint review meeting (day 5 of sprint) |
| breaking down large tasks into smaller, actionable sub-tasks | pm/designer | daily sprint when doing things needed for new deliverable |
| documentation updates to reflect changes and features | designer/note taker for the sprint | every sprint so we remember decisions made and tasks done |
| If someone does not make a meeting the other members will give them a list of tasks to complete before the next meeting/deliverable. In the case of a deliverable, work needs to be done a few days prior. | Everyone | Project manager, communicate to the team when someone can’t make it to the meeting and assign them tasks accordingly. |
| Make a better review process - each document must be quality checked and returned to the creator with comments on what is wrong. Creator will make these changes and resend for quality check again.  when done with a task mark as complete on github then message discord for someone to quality check. | Everyone | Will |

| Challenge | Potential ways to address the challenge |
| --- | --- |
| When one team member does something and they did something slightly off and it messes up stuff in the future. | Have someone else check it when it is finished. |
| There is a lot of documentation | Split it between teammates evenly |
| Being on the same page of what needs to be done and what the deadline is for each task. | Give importance ratings for tasks that need more attention than others. |
| Meeting times not working out/not whole team present | If someone is going to be missing or has to leave early they must coordinate a separate time to meet up so that they aren’t missing out |
| Following the rubric has been difficult as the guidelines for some assignments have been pretty vague. | Checking in with Troy more periodically in discord has been helpful so that we stay on track. |
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