One of the goal for Sprint 3 of the Checker Game Project was to have a minimum viable product ready for release. However, as the end of the sprint encroached upon us it became clear that this wouldn't be a feasible goal. As a result, we have a total of 6 user stories, consisting of the bulk for the actual gaming logic, that weren't finished in time. Looking back to the sprints and the whole development process, we can identify a few key areas that impacted us negatively and could have been worked on to meet our goals.

* Emphasis on meeting the metrics established by the course.

We attempted to keep a strict adherence to the metrics such as code coverage for our code the diminished our focus on finishing the product. While a well-kept testing suite and good code metrics are ideal for continuous maintenance of the code, our focus on them could have been better directed towards completing the MVP.

* Unfamiliarity with the technology and poor task assignment.

Most of the team was highly unfamiliar with the technology being used to develop the program. A glance at the commit history in Github reveals that only one to two team members felt confident enough to tackle the bulk development while the others focused mainly on documentation and unit testing. We initially believed this would be enough, but between other responsibilities, both inside and outside the classroom, we severely underestimated the effort required to complete this project. We should have assigned the tasks to better balance the effort for each assignment. We also could have established goals regarding learning the technology being used and help each other in this area.

* Poor team communication

Although we attempted to establish a weekly meeting day for the team, it wasn't always feasible for all of us to meet. When we met we lacked a clear agenda on what were the issues that were going to be tackled and what were the goals we hoped to achieve with the meetings. This diminished the effectiveness of the meetings as well as impacted the team's commitment during them. More organized and structures meetings would have helped the team in having a clear vision of what goals we hoped to achieve and established a detailed plan on how to achieve these goals.