What went well

The group managed to get much more work done. This was due in large part to scaling the stories into more manageable sized stories. Before, we struggled with the story effort point estimation in the first sprint. This time around, we scaled down the size of the stories to narrow the scope of each story. The group also had better NUnit tests and the tests were more concise. We also managed to clean up our folder structure and decide on namespace conventions.

What went wrong

We struggled with acceptance criteria. We had some stories that barely managed to be accepted, with Chris commenting that these stories needed much more specific acceptance criteria. Specifically, he told us that we did not do a good job of detailing the kind of information that would be displayed on the page once a specific task was done. Going forward, we've decided to do a better job at having more granular and descriptive acceptance criteria.