CTS-285

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M3HW1: Sprint 1(Week 2)

**Dataman**

**Github URL:** https://github.com/orengoa0459/CTS285/projects/3

**Kanban board:**Graphical user interface, application

Description automatically generated

Sprint Retrospective

Sprint one was moderately challenging but easy to complete. Firstly, the planning and organization process of the project helps to make for a smooth transition between user stories. The user stories help to keep the project itself on track. Knowing and understanding what needs to be accomplished helped a great deal, thanks to the Kanban board. Secondly, most of the time the coding process went very smoothly, with only minor hiccups here and there. Thirdly, the implementation of unit testing using Xunit. Unit testing is greatly beneficial and helps to help to ensure calculations with classes are running correctly.

If I had to change anything during sprint one, I would implement more visual and touch interaction using WinForms. WinForms is a great tool that gives the user more visual interaction and may also help the user when navigating the program. Secondly, I would convert the menus within my standard messages to text documents and give them a better visual appearance. Lastly, using the Kanban more often to help assist with organization. I found myself ignoring the Kanban and should have used it more for guidance.

Though sprint one went very well, there is always room for improvement. The areas that went well, I will continue to build and improve on. In the next sprint, I will implement more change and focus more on the weak areas within the project. Those areas being WinForms, text documents, and the Kanban board. There is always room for improvement and by identifying and fixing these issues, we can move forward to the next sprint.