

Team Name - NinerNav
Sprint Name - Sprint Twon

1. What Went Well?

- a. Paul: Taking 360 images was straightforward.
- b. Parth: Getting the User stories and feature lists took some time, but brainstorming together saved lots of time. Everyone got their tasks done in a timely manner and caused no significant problems.
- c. Joshua: User stories and feature lists were straightforward as our team agreed on the goal of our project.
- d. Sriya: Wrote up a simple site that implements the buttons we created on Figma.
- e. Manny:

2. What Could Have Gone Better?

- a. Paul: Converting the images from single-hemispherical to equirectangular took ~10 hours and still isn't mathematically perfect.
- b. Parth: Everyone had different ideas on the user journey map and the storyboard, but those tasks were assigned to a single person. This led to issues regarding the tasks after those tasks were completed.
- c. Joshua: The Figma took some trial and error
- d. Sriya: Taking account and implementing the low fidelity functionality on the skeleton site.
- e. Manny:

3. What Did We Learn?

- a. Paul: Converting 360 images is mathematically difficult to do perfectly. Also, Lisp could be a better programming language.
- b. Parth: Try completing certain tasks as a group to make sure no issues occur after those tasks are completed.
- c. Joshua: Better understanding of how our team works with one another and how to better delegate tasks
- d. Sriya: Using Figma and the Low fidelity functionalities and applying them to a 'rough draft' site.
- e. Manny:

4. What Are Our Action Items?

- a. Optimize and customize the 360 conversion script.
- b. Implementing low-fidelity functionality to the site.
- c. When delegating tasks, ensure that assignments with diverse plans among multiple members are distributed to multiple individuals.