
CS 192 AY 2014-2015 Lessons Learned Report

Prepared by: Kenneth Tigranes Otsuka

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Project Name: TimePies

Client: Pink PlastiCS

Sprint Number: 1.0

1. What were the main lessons your team learned in this sprint?
 - a. It is better to do the job early then relax, rather than relax and then cram.
 - b. Patience indeed is a virtue.
 - c. All you need is love.
2. Describe one example of what went right in this sprint.

When the app is closed, time is saved and can be viewed the next time it is opened. Also, the user can input time in either duration or the start-end time format.
3. Describe one example of what went wrong in this sprint.

Having different computer units made it hard to pass codes from one person to another.
4. What will you do differently on the next sprint based on your experience working on this current sprint?

Practice using Github as it is a convenient way to share information.