
CS 192 AY 2014-2015 Lessons Learned Report

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Project Name: TimePies

Client: Pink PlastiCS

Sprint Number: 2.0

1. What were the main lessons your team learned in this sprint?

Always think of work arounds to simplify things.

2. Describe one example of what went right in this sprint.

Finishing two use cases for this sprint.

3. Describe one example of what went wrong in this sprint.

Since we are new to android and we have to deal with irregular shapes(e.g image buttons), our implementation were not optimal. We have to revise them.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

Get the design right!