**SPRINT ONE RETRO**

Team: Team number

Sprint: One

Date: 4/9/2021

Attended: Tessa, Harris, Danny, Mazda, Clinton

Scrum Master: Tessa

Product Owner: Mohamad

1. Things That Went Well

What went well? What the team is happy about?

* Communication
* Peer programming to fix problems
* Learnt what needed to be done quickly
* Flexible in roles and helping each other out

2. Things That Could Have Gone Better

What could have gone better? What the team could improve?

* Getting started and getting the base code working
* Went a week over (3 week sprint including mid semester break)
* Early communication

3. Things That Surprised Us

What wasn’t expected?

* Difficulty of starting and getting base code running
* New skills required made it harder to get started
* Base code was broken

4. Lessons Learned

What you learned from the above points?

* Peer programming is essential when sorting through problems
* Online resources will, in some instances, be more beneficial than course materials

5. Final Thoughts

Things to Keep

* Our frequency of communication and meetings
* Our peer programming sessions

Things to Change

* Testing needs to be done
* We need to learn our relevant skills earlier