IT Project - Sprint 3 Retrospective
Group: CALL

The idea of the sprint retrospective is to discuss what we, as a group, did well or did poorly in the previous sprint. Then, we decide what we will do differently for the next sprint.

The Good	The Bad
Every week we consistently mapped out all the tasks we needed to complete and assigned them, continuing on from the last sprint where we started this trend. It has been incredibly beneficial in helping us understand what we can achieve, and also in motivating us by giving us a real sense of our progress.	We didn't allocate enough time for code reviews, nor teaching each other how everything works.
We prioritized tasks. For example, we worked on the core features such frontend resolve many to many relations before working on UI related tasks. Finishing the important features really boosted our morale.	We didn't produce much documentation for our code. Commenting was very sparse.
We used Trello extensively. For example in task management, project planning and task distribution. We had cards for every task we needed to complete. We had cards to represent meetings, deadlines and events. We preemptively made cards to represent more long term goals, such as "would-be-nice" features	We haven't updated our requirements.
We grouped related tasks together and assign them to the same person. This allowed us to finish a bunch of related tasks simultaneously.	

Conclusion:
- we made a lot of progress and we will keep it up
- have more comments in codes
- we will try and update the documentation as soon as possible