Team Fuzzy Dice Sprint 1 Retrospective

What went well:

1. Visually mapped out the problem via a flow chart.
2. Outlined the MVP quickly.

What did not go well:

1. Limited experience with JUnit. Need more robust understanding. This will come with time.

Area of opportunity for improvement:

1. Understanding time constraint affects on testing, i.e. how many tests and how thorough the testing can be in the timeframe. This will improve with experience.
2. Identify learning style up front with partner to minimize miscommunications, i.e. visual, audio, or pattern learner.
3. Need to take a break faster. Friday activities impacted our ability execute the ground rules that we had established at the onset of the project.