Actions from Previous Retrospective:
- Having long scrum sessions: Daily's have improved, still have tendency to tack things on at end
- Establish co-development times/procedures: Did this a couple of times as required, no negative effects noticed on days where it did not occur
- Contribute more to slack discussions and respond in a timely manner if you're pinged: Most notable improvement, this actually improved greatly
- Standardize collaborative development schedules: See co-development times
- Meeting regularly and showing up on time to those meetings: Regular meeting have worked well

Identify:
STOP:
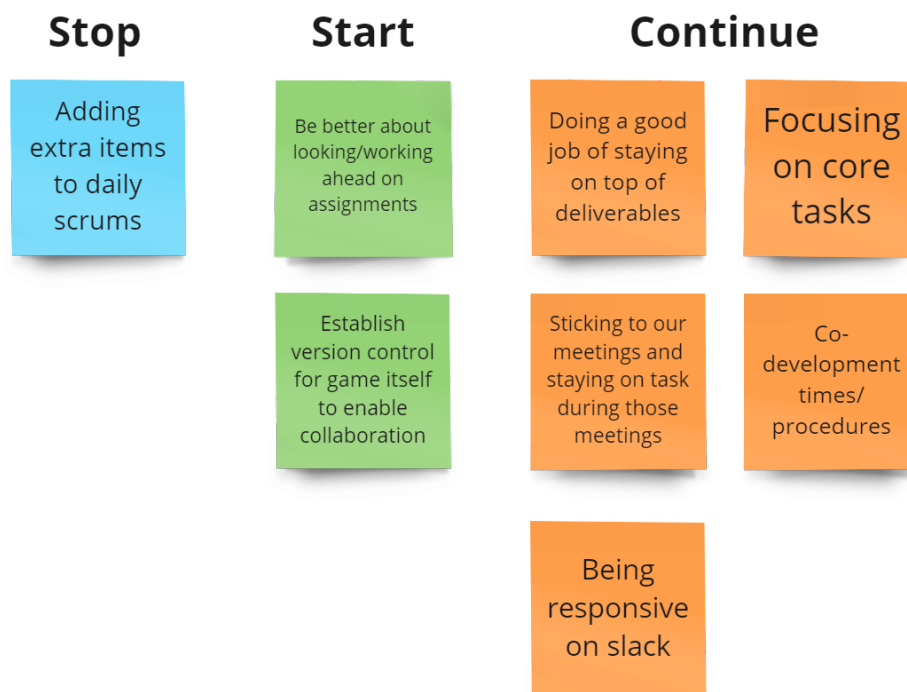- Adding extra discussion items to the daily scrums

START:
- Be better about looking/working ahead on assignments CC KL
- Establish version control for game itself to enable collaboration LR KL EL

CONTINUE:
- Doing a good job of staying on top of deliverables EL
- Sticking to our meetings and staying on task during those meetings
- Being responsive on slack LR CC
- Focusing on core tasks
- Utilizing co-development times and procedures

Identify

Stop

Adding extra items to daily scrums

Start

Be better about looking/working ahead on assignments

Establish version control for game itself to enable collaboration

Continue

Doing a good job of staying on top of deliverables

Focusing on core tasks

Sticking to our meetings and staying on task during those meetings

Co-development times/ procedures

Being responsive on slack

miro

Groupings

Focus

- Adding extra items to daily scrums
- Focusing on core tasks
- Sticking to our meetings and staying on task during those meetings

Project Mngt

- Be better about looking/working ahead on assignments
- Establish version control for game itself to enable collaboration

Collaberation

- Doing a good job of staying on top of deliverables
- Co-development times/ procedures
- Being responsive on slack

Votes (2ea)

Focus

- Adding extra items to daily scrums
- Focusing on core tasks
- Sticking to our meetings and staying on task during those meetings

Project Mngt

- Be better about looking/working ahead on assignments
- Establish version control for game itself to enable collaboration

Collaberation

- Doing a good job of staying on top of deliverables
- Co-development times/ procedures
- Being responsive on slack

miro

Actions:
- Be better about looking/working ahead on assignments
    a. Set calendar reminder to look at assignments when they open up
    b. Look at setting up false deadlines
- Establish version control for game itself to enable collaboration
    a. Set separate meeting to set up version control
    b. Explore github submodules
- Being responsive on slack
    a. Continue following established communication guidelines
    b. No slacking off on slack communication