**Team 12 Sprint 1 Retrospective**

**What went well:**

In Sprint 1, our team was able to uphold very effective and efficient communication. Each member of the team was very responsive to questions and clarifications throughout the sprint which allowed for significant progress in a short amount of time. As a result of good communication, our team was able to complete every story that was planned for sprint 1. Within the week that we had to complete the sprint, we were very efficient with our time and were able to keep on track with the backlogs. Our team created individual logs that each team member will update approximately every two days. This helped keep the entire team stay in the loop with where the project’s current standing, what issues each team member was having, and what parts of the sprint were completed. In their log, each team member would report which story they had worked on for the day and if any impediments were discovered, the other team members would be able to step in and aid in determining the problem. This intensive coordination with the team aided in keeping up a consistent coding style throughout the team. This made is easier to debug each other code and to make sense of what each team member was creating.

**What did not go well:**

During the sprint, we found that it would have been more beneficial if our team was on the same page with some minor product designs in the very beginning. The design was not thoroughly discussed before creation of the product and therefore there were a few inconsistencies from team member to team member as to how the Mancala board was to be set up. Our team also had some trouble using Github. Some were not committing and pushing through terminal which created some issues when merging code. This also made it to where some team members were receiving errors in the project that weren’t actually there due to uploading issues. We found that it would be more conducive to each team member if there was a better communication in when each person had finished their story. This is because some stories were dependent on others and so more updates on this end would have been beneficial

**Actions being taken:**

Everyone is now using terminal to communicate with github. This is aiding in combining files all at once without creating unnecessary errors. At the beginning of our sprint, we will be talking through our design more and getting everyone on the same page about what is to be done for each story and how each story connects to one another. Each team member will be updating their personal logs more frequently and will be putting any issues that they have in their project, in their log. This was something that was already being done minimally, however we want to maximize this communication on issues so that we can be more efficient with our time. Everyone is now also recording the specific day that they finish a story so that our burn down chart can be as accurate as possible.