

Sprint Retrospective Meeting

1. What the Team did well during Sprint 3

- All tasks that were assigned for Sprint 3 were completed.
- Code was refactored to establish the Express framework to link all pages.
- Code implements socket.io to communicate with multiple players.
- Clear communication and collaboration were conducted allowing members to correctly link their sections using routing.
- Clear communication and collaboration were conducted to complete tasks with minimal issues and bugs within good time.
- Branches were merged onto Main to alleviate conflicts when group members worked on other user stories. For the release, a merge is then made from *Beta* to *main*.
- The source code has been rearranged in a standardized way across the project, with clear layers of separation and abstraction.

2. Problems which arose during Sprint 2

- Team members working on different sections are not familiar with each other's sections. For instance, creating testing using Jest is difficult if the member is not familiar with the section.
- Problems arose with the time management due to a many assignments and tests due during the sprint 2 week.

3. Recommendations for Final Sprint

- Complete the few remaining sprints.
- Standardise design and theme across the application.
- Each group member must utilise the Jest Framework to create tests for their assigned section.

4. Sprint Velocity

Section	Total Story Points Completed
Login System	10
Web App Deployment	5
Security	12
Linking/routing	9
Game Logic	9
Game Dictionary	4
Game Display	11
Testing Framework	3
Total	63

Sprint Velocity = 63 points/sprint