Sprint Retrospective Meeting

1. What the Team did well during Sprint 1

- All allocated tasks for Sprint 1 were completed were completed within the Sprint window
- Clear designation of tasks has been established
- Clear communication has allowed the team to work well together
- Branches were merged onto a *Beta* branch which is used for alleviating conflicts. For the release a merge is then made from *Beta* to *main*.

2. Problems which arose during Sprint 1

- Time allocations for issues and tasks was underestimated
- The software languages and server environment are both new to the group members which result in delays while these were researched
- The arrangement of files was not standardised across the group.

3. Recommendations for Sprint 2

- Clearly define developer sized stories to complete within the sprint
- Standardise the layout of the code across the branches
- Schedule more meetings during the sprint to update on the progress of the allocated tasks

4. Sprint Velocity

Section	Total Story Points Completed
Login Page	3
Create Account Page	7
Game Menu Page	4
Game Instructions Page	3
Single Player Game Interface	28
Server	10
Total	**55**

Sprint Velocity = 55 points/sprint