Final Release retrospective

1. What the Team did well during the Final release of the LAB

- The final 3 tasks were completed for the LAB.
- 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 final release, all branches other than the main are removed.
- The source code has been rearranged in a standardized way across the project, with clear layers of separation and abstraction.
- All epics are closed.

2. Problems that arose during the Final release

- A few problems were found when attempting to deploy the testing. These were resolved by editing some tests or having to remove them.

3. Recommendations for Future programming

- Establish more than three sprints.
- Achieve full socket.io implementation from the start of programming to avoid time-wasting on editing code for the new framework.
- Implement testing more often and from the start of the programming.

4. Sprint Velocity

Section	Total Story Points Completed
Leader board	12
Web App Deployment	5
Bug fixing	5
Total	**22**

Sprint Velocity = 22 points/sprint