Sprint 4 Retrospective

What went well	What went wrong	What can be improved
900% performance increase on high score retrieval.	Had to depreciate user story of "Depreciated, I as a user would like the ability to enter the queue immediately after a match has ended " due to the fact the complexity was high and the lack of importance of the feature.	General Architecture can be improved.
Improvement in GUI looks		Improvement in word retrieval time.
Implemented checks for real words.		Additional unit tests for game testing.
Added basic tests for game.	Discovery of minor bugs.	Fixing of minor bugs.

Sprint velocity

	Story point assigned
Depreciated, I as a user would like the ability to enter the queue immediately after a match has ended	300
I would like the ability to view my pass actions	250
I would like to know if my guess word is a valid word or not	50
I would like to see Wordle not affected when zooming in and out	200
I would like to see High scores updating	200
Added additional tests for Game	50
Total	**1050**