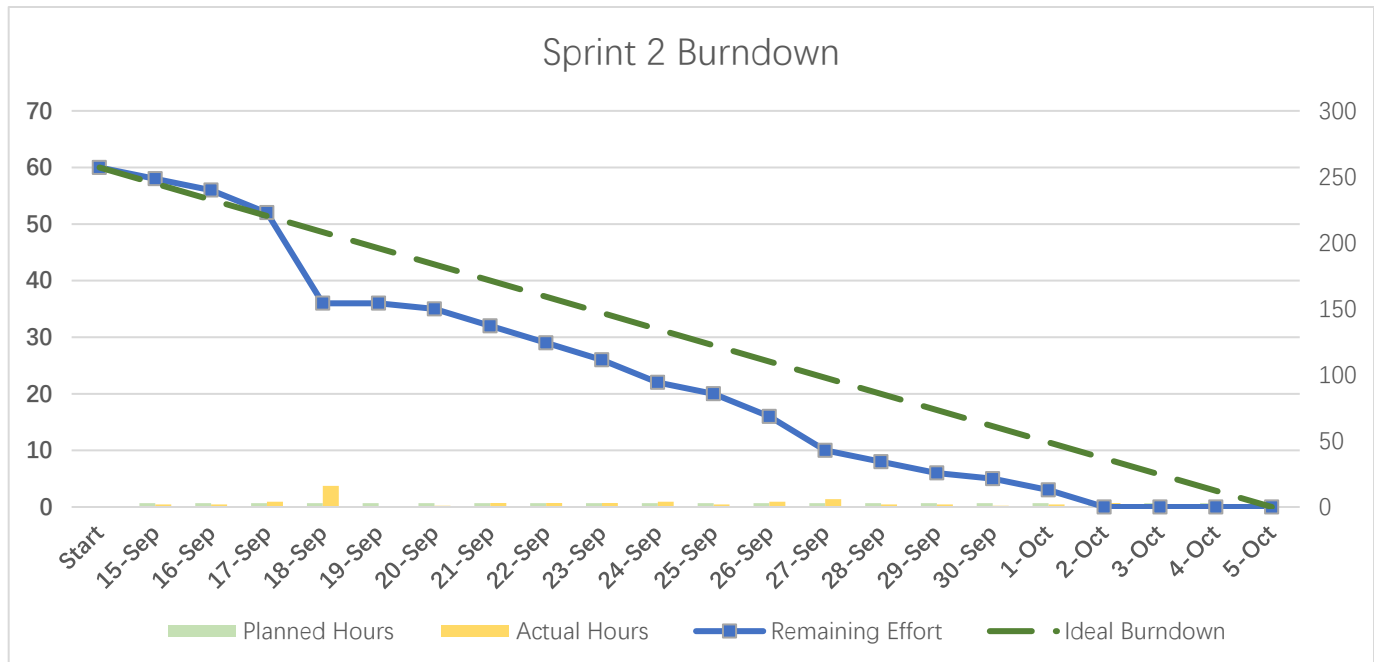# Sprint 2 Reflection

Team members: Patrick Cheng, Zhihan Li, Jason Lian, Fan Shen, Dantong Xue, and Baihua Yang
(names listed in alphabetical order of the last names)
Report summarized by Dantong Xue.

Sprint 2 is the first Sprint that we did in a group for CSE 3902. We started early and ended smoothly. We did not expect much interruption as we keep communicating using WeChat as the tool. We are familiar with GitHub with abundant push/pulls. Each part of the sprint was written by a different member individually. We spent about 2 days to integrate different parts together. In my part of block implementation, the work went fairly well. Zhihan gave important suggestions after looking into my codes. That helped a lot.

Baihua suggested that we probably want to have a standard on some trivia (naming, how to call a class method in main class, etc.) before the next sprint. Zhihan mentioned that we probably need more time to understand the code from each other since everyone have his/her own coding style, and we need to communicate more in the next sprint since there are object interactions of different parts in the next sprint. Jason also brought up that one of the problems we have in Sprint 2 can be the unbalanced amount of the workload due to different amount of effort required for different area of the game content. We may also want to work on that later. He also suggested that we should clean our build before committing to the git.

Overall, the sprint went well. We all learned practical skills from that. We believe we can cooperate smoothly in this semester.