

## Sprint Retrospective Meeting Results for Sprint 1

What went well during this Sprint?

- Everyone got their goals done
- We have four finished websites
- Yasemin: Learning the language for the first week was very helpful because I was more prepared when making my game. (Compared to when I made an IO game.)
- Feel like we learned a lot (especially about JavaScript)
- We had a good schedule
- We have good group synergy

What problems were encountered?

- Difficult to learn the language and make a product at the same time
- The language was different from what we were used to, so it was frustrating to work with.
- Visual Studio didn't work with HTML (couldn't test our code) so we had to switch to Visual Studio Code. It was hard learning a new IDE along with the new languages.

Were these problems solved? If so, how, if not, why?

- We solved the issue of increased difficulty from learning a language and making a product at the same time by...
  - Learning them in separate "chunks" (instead of learning all the languages at the same time, focused on each one on their own first)
  - Sharing helpful websites and guides to one another
- We solved the issue of Visual Studio not working with HTML by switching to Visual Studio Code, which we downloaded from the software center.
- We solved the issue of learning VSC by helping each other and posting guides on our Teams channel.

What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

- Communicating more in class
- Sharing our progress more explicitly in meetings (ex: saying "I am working on creating the game loop" instead of "I am working on the game")