Sprint 2 Reflection:

In our first sprint as a team, we learned much about what will work and what will not work for this kind of project. Part of what we learned is that the software we used to keep track of tasks did not let us create a burndown chart from our task board, so we will be first and foremost using a different one in the future.

Estimating when we put in our hours, I would say most of the hours were put in in the last week and a half of the project, mainly because of our issues with GitHub. We had issues with files that changed depending on the computer working on the project, meaning pushing and pulling commits was difficult. Additionally, the XNA dependencies would have errors and need to be reinstalled. These issues will be remedied before any more work is done on the project so we can work on the project during our team meetings instead of just mitigating git issues.

The main change between this sprint and the next will be organization. From merging branches that had been away from the main branch for too long to not being able to keep track of what jobs were being completed, our organization was not up to where it needed to be. Next sprint, we will be much more specific about what overall designs we wish to have at the beginning, instead of figuring them out as we go and having tasks balloon in size and complexity. Managing a team of 6 can be difficult, but with this sprint we learned a lot about how a team in the coding industry could and should function.

We will also get a code review for the next sprint as well. We couldn't this sprint due to not having the functions in place we wanted to, but next time we will work to always have something functional we build on top of as we go.

Finally, we will use more code quality analysis tools. This sprint was a rush to the finish to get something functional, but the next sprint will be different. We already have multiple plans on how to refactor the code we currently have and expand on it, we only need the time to do it.