Sprint 10 retrospective

What did we like?

We have defined stable Unity version.

End is near.

Karol / Vlado

I hope team members learns new things - solve the reason why issues happend.

What we did not like?

Issues with Unity project.

We did not manage to do most of the user stories.

Nothing is working in Unity project.

UNITY.

Planning in the middle of sprint and before holidays.

Everything what should have been done is not and we are just moving it in the end.

Karol / Vlado

We do not have access to Accenture infrastructure

We did not do user testing - we have no feedback and time to solve issues which arise.

What should we improve?

Karol / Vlado

Solutions