

Sprint 11 retrospective

What did we like?

We managed to solve our build issues

It is working on clients machine (there are still bugs)

We organized testing session and gain feedback from there

Working git repository for unity with manual

Karol / Vlado

A lot of things were completed, I was able to use it

Build is working

Unity repository looks in good shape

Alpha testing and summary from it

What we did not like?

Not all user stories are closed

Testing session was done late, no time to implement the changes from feedback

Late development no time to test new features

Name of this sprint

Karol / Vlado

Lot of bugs

Documentation is not done

Team ignored team building options

Team did not tested software on clients machine before and there was issues with it

Vlado and Jano are sick

What should we improve?

Get enough sleep

Karol / Vlado

Solutions