## Romulans tank project

## Sprint 1 retrospective

What Went well? What could have gone better?

Went well (team)

* Creation of all needed assets and scripts happened in timely manner once able to properly communicate what was needed.
* Team showed an ability to adapt once figuring out how to communicate what we needed.

Not as well(team)

* Communication of needed functions, art, or resources not communicated as well at beginning of sprint
* Unable to completely implement all desired functions within first sprint

Went well(individual)

* Alexander Wilems
  + needed assets supplied when needed once direction for designs was decided on

Not as well(individual)

* Alexander Wilems
  + Direction of art style not decided until near end of sprint
  + Communication with team on what art was needed was delayed at beginning of sprint

What is impeding us?



What can we do to improve?

Team

* Continue working on communication of needed resources to increase efficiency of project completion. This metric can be measured by creation of needed resources when need is discovered and note of it has been made through Jira, or communication with team via slack or discord channel.

Individual

* Alexander Wilems
  + Communication of asset creation on completion of said asset instead of a delayed notification
  + Increase of inquiries for need assets in slack or discord as a metric for success in issue.