**Team Loops Project Retrospective Report**

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| |  | | --- | | **What did we do well?** | | |  | | --- | | **What should we have done better?** | |
| * Regular team meetings. * Discussing pros and cons of a game engine before using it in the game. * Research on all the tasks for feasibility before starting implementation. * Taking regular feedbacks from all team members. * On-time completion of all tasks discussed in the weekly meetings. * Asked for help from team members when stuck with any task for more than 3-4 hours. * Good game design. | * Discuss on project requirements regularly to make sure all team members have the same understanding of the project. * Get the code functionalities reviewed by all team members. * Start on the UI development early in the project development. * Proper documentation on how to run, use and test the individual game features. |

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| |  | | --- | | **What should we start doing?** | | |  | | --- | | **What should we stop doing?** | | |  | | --- | | **What should we keep doing?** | |
| * Start developing UI as soon as wireframes are ready along with backend. * Ask 2-3 team members to review the code so that everybody is aware of the functionality and any bugs or missed requirements can be detected early. * Ask a team member to test your functionality for all cases. * Make sure all team members understand the requirements properly by discussing the requirements regularly. * Document the testing and setup steps regularly. | * Testing only the modules that a team member is responsible for implementing. * Not adding other team members in code review. | * Help each other in a team in case a team member is stuck with any task. * Discuss any requirements if unclear. * Have regular team meetings and MOM to keep track of things discussed. * Divide the tasks equally among team members. * Complete the tasks on time as planned. |