

D&D Forge

Sprint 3 Retrospective

What to stop doing:

- Working on modules separately.
- Waiting to push code when it's finished

What should we start doing:

- Prioritize Tasks Better
- Scope Reduce
- Continuous integration
- Unit Tests/QA

What should we keep doing:

- Working
- Project Jams
- Communication on slack

What was completed and what was not completed

Completed

- Databasing Spells, Re-Databasing Races
- Questionnaire Implementation
- Character Sheet Integration
- Saving/Loading values and elements on character sheet.

Not Completed

- Full Questionnaire implementation (inexperienced)
- Spell Integration
- Adding new/editing existing Weapons

Work Completion Rate

- 70%