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### **Sprint 1 Retrospective**

What went right?

We have a solid concept for our game, and we had an effective paper prototype that gave us ideas on how we were going to develop it digitally. We were able to create a build for the Digital Playtest that we thought was effective in helping the testers understand the concept of our game. The sound effects that we made for this playtest were also effective in getting the point of our game across.

What went wrong?

We've had a number of issues during this sprint. The biggest one is that none of us spent ample time working on the game. We didn't even start working on it until the Digital Playtest was coming up, which is why the first two weeks of our sprint log is empty. There are a few smaller issues too. Despite the fact that our digital prototype was functional and was suitable for the playtest, we felt that it was really shallow and barely provided much content or entertainment for the testers, not to mention it had some issues that needed to be fixed. If we spent more time on the game, we would've been able to polish the build further so it would be more entertaining for the testers. Also, we started out with four team members, but one of them left the team early on. So now we only have three team members to divide the workload for, which means each of us now has more work to do. Communication was also an issue since we only really talked about the game during class sessions and didn't make plans on when we were going to do each task on our Trello board.

Lessons learned?

The biggest lesson that we learned was that we need better time management and prioritization. None of us worked on the game at all for the first two weeks outside of setting up Trello for the sprint backlogs. Each of us needs to find time to work on the game each week, if not each day, and we need to flesh out our game more to make it more interesting so the fact that it's a blind platformer isn't the only appealing factor about it. For our next sprint, we need to decide on how we are going to expand our game further. Maybe incorporate some sort of theme into it, like horror to give the blindness a purpose and to establish the atmosphere of the game.