

Collin Strauch, Dakota Engelbeck, Michael Durst

Sprint 3 Retrospective

What went right?

By far the biggest thing that went right was that we finished the game. There is a proper ending to the game that we think works really well and we introduced a lot of new mechanics that spice up the gameplay more. Moving platforms were added to make the platforming more interesting. We made sure to include audio and visual cues to let the player know that they are on a moving platform, so they don't get confused. We had a lot of trouble implementing them because we needed to figure out how to make sure the player moves along with the platform instead of sliding off, but it worked out in the end. We also expanded on the use of slides a bit more since they would be interesting additions to the platforming. Now the player knows if they are on a slide or not via a sound effect. Finally, we created a tougher enemy near the end of the level. It has a bigger field of view and it runs MUCH faster when it is chasing you. Now, you would be less focused on staying out of its line of sight and instead focused more on getting to the goal before it catches you. Out of all of our playtests, this was by far the most thrilling part.

What went wrong?

Not to call out names, but one of our team members didn't participate in the project AT ALL this sprint. This left us with two people to finish the project by ourselves. One person worked on the programming for the rest of the game, and the other person found sound effects that would be used. In a mad dash to finishing this sprint, we've encountered A LOT of bugs that needed to be fixed before we could publish it for the digital playtest and this retrospective. This resulted in us submitting to both of those assignments late. Even then, not every bug was ironed out by the time we turned in the project. One bug that we couldn't fix was one where the heartbeat would sometimes not flash red for some reason. We couldn't figure out what caused this or how to fix it, so we said screw it and we turned it in as it is. We also suffered from a bit of burnout this sprint, and we ended up submitting to every assignment for this sprint late.

Lessons learned?

The biggest lesson learned from this sprint is to try to avoid burnout as much as possible. It is very common amongst people who work in general, and in many cases, it is practically unavoidable. However, that doesn't change the fact that it interferes with scheduling, and it can push a project back by a lot. We think the best way to avoid burnout is to avoid overworking on the project. If we work way more than normal on it, then we suddenly don't feel like working on it when the next sprint arrives. Managing our time properly is the best way to avoid this.