

3rd Sprint Post-Mortem | 15.04.20 – 21.04.20 | Lars

1. What went well as a team?

- Clearer idea of what the stages will be and how to proceed with level design
- Good amount of progress in all departments
- Meetings got shorter and more focused

2. What went well personally?

- Got to work on various types of tasks (research, visualizing developers)
- Getting better and better with time management during meetings
- Enjoyed fleshing out characters and their voices some more
- Communication about DevNotes with Dru went pretty smooth
- Daily scrums help me structure my work (easier to use as a to-do list than HacknPlan)

3. How can we keep that?

- Keep working on developer characters and their relationships in the upcoming sprints
- Watch the pacing of meetings and do not hesitate to postpone stuff that comes up to after the meeting
- Talk about the goals for stage 3 and 4 after wrapping up stage 1 and 2

4. What did not go well as a team?

- Last sprint retrospective felt frustrating and exhausting (because of different visions I think)
- Discord channels are not used properly (playtesting-questions, known issues, free time)
- Loads of tasks for the last two days of the sprint again
- Sprint post-mortems from last retrospective meeting did not help
- Backlog on HacknPlan is not used
- Timing of feature specifications was not perfect (Dru asked for info multiple times)

5. What did not go well personally?

- Late design meeting
- Postponed actual writing of DevNotes many times
- Problems to get started with tasks sometimes
- Non-project work stole a lot of time

6. How can we avoid that?

- Prioritize tasks based on whether another department depends on their completion this sprint
- Stop being afraid of writing
- Remind everyone how the channels are supposed to be used