4th Sprint Post-Mortem | 22.04.20 – 28.04.20 | Lars

1. What went well as a team?

- Better time management for intermediate presentation
- Design-programming communication improved
- Discussing QA answers was quite helpful
- Decisions to adjust scope

2. What went well personally?

- Quality of intermediate presentation
- Less scared of upcoming DevNotes
- Still very motivated

3. How can we keep that?

- Set clear deadlines for deliverable-related tasks
- Take time to review QA answers in mid-sprint meeting
- Keep adjusting scope the moment it appears unrealistic
- Discuss changes to feature specifications in-person (design & programming)

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4. What did not go well as a team?

- Daily scrums missing or no reactions
- Playtesting questions are not coming from all team members
- Changes breaking game in certain stages

5. What did not go well personally?

- Lot of waiting for other tasks
- Had to do another night shift for the presentation
- Unclear for me when to start with DevNotes
- Worked on many tasks that are not on the board

6. How can we avoid that?

- Remind people of daily scrums and why they're important
- Think more carefully about tasks next sprint when creating the board
- If you make changes, test whether stage 1 and stage 2 still work the way they're supposed to work