

## 6<sup>th</sup> Sprint Post-Mortem | 06.05.20 – 12.05.20 | Lars

### 1. What went well as a team?

- Communication about feature specifications went extremely well (always had the feeling Dru understood exactly what I was talking about)
- Focused and short mid-sprint meeting
- Lot of game feel improvements coming in

### 2. What went well personally?

- Positive external feedback on stage 2 DevNotes (through QA)
- Got to work on UI in Unity and learned a lot
- Manageable workload this sprint
- Enjoyed working on sound design once I got started

### 3. How can we keep that?

- Keep discussing new feature specifications in person
- Try to work on different aspects to keep motivation up
- Stop hating on sound design, it can be fun ;)

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### 4. What did not go well as a team?

- Not much progress between stage 2 and stage 3 yet
- Would have been cool to review QA results together
- Distribution of workload
- Should have started some tasks earlier (texturing, animation) to get a feeling of how long it will take and how the workflow looks like

### 5. What did not go well personally?

- Many tasks cannot be completed yet so next week will be hard (presentation, stage 3 DevNotes)
- Might have over-scoped some features
- Internet connection makes meetings very difficult

### 6. How can we avoid that?

- Work on most noticeable changes between stages first
- Recap QA results in retrospective meeting
- Consider what is still achievable in the next week and what has to be cut