

## 5<sup>th</sup> Sprint Post-Mortem | 29.04.20 – 05.05.20 | Lars

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

- Lot of visible progress, everything starts coming together
- Short and productive mid-sprint meeting
- Clearer dependencies and priorities on HacknPlan

### 2. What went well personally?

- Happy with translation of UI specification into visual concepts
- Adding formulas to aiming and shooting helped clear up communication issues
- Got to do some research on UI animation in Unity

### 3. How can we keep that?

- Keep setting up HacknPlan boards with dependencies and priorities in mind
- Spend more time on future feature specifications and provide detailed examples to communicate more effectively
- Dedicate some time to learning and research each sprint

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

- Unclear state of QA
- Inequal workload for future stages
- Did not account for new tasks arising from placing environment assets

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

- Still problems starting with DevNotes writing
- Should have checked in on programming progress more often
- Set up priorities but did not really work according to them

### 6. How can we avoid that?

- Come up with stage 3 tasks for design and programming
- Consider smaller tasks that come up when making significant adjustments to the level
- Start each work day by checking progress of team members and give feedback if needed