

1st Sprint Post-Mortem | 01.04.20 – 07.04.20 | Lars

1. What went well as a team?

- Took time for concept and found one that everyone likes
- Clear efforts to include aspects from brainstorming in second pitches
- To-dos were completed and people are getting used to daily scrum

2. What went well personally?

- Detached myself from first concepts (despite efforts in presentation) and came up with new ones
- Communication and content role split in meetings
- Communicating game ideas with visuals (presentations)

3. How can we keep that?

- Use design slides for important information during production
- Keep management roles and alternate each week
- Be honest when team is not ready for an important decision yet and postpone it

4. What did not go well as a team?

- Very different work schedules -> new daily scrums come in all day
- Imbalanced distribution of workload
- Meetings sometimes got exhausting

5. What did not go well personally?

- No entire day off so far
- Giving satisfying feedback on the other concepts
- Getting involved in the meeting while writing the protocol

6. How can we avoid that?

- Enforce planned duration of meetings and include more breaks for longer meetings
- Define days off clearly and make sure everyone takes them
- Write daily scrums before or after sleep based on what's closer to the others' work schedule