

## 2<sup>nd</sup> Sprint Post-Mortem | 08.04.20 – 14.04.20 | Lars

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

- Mid-sprint meeting felt very productive and not exhausting
- Lot of progress from all departments
- Department decisions are accepted by the others

### 2. What went well personally?

- Learning about DevOps techniques and applying them to the project
- Weekly sprints and frequent design meetings help with productivity
- Getting better with time estimates for meetings
- Good idea to ask for help on designing levels collaboratively in Unity

### 3. How can we keep that?

- Learn more about DevOps and have a management meeting each sprint to discuss possible changes
- Keep aiming for two main meetings per sprint (mid-sprint & retrospective)
- When questions come up, do not hesitate to ask our fellow students

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

- Meeting with four people does not feel right
- Gitignore issue leads to people not working in the project itself
- Having a single mid-sprint meeting made me feel like important feedback was delayed

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

- Lot of task switching because of management stuff
- Not happy with boss fight pitches
- No time to make design decisions presentable, only long protocols instead
- No time for research yet

### 6. How can we avoid that?

- Dedicate tasks to research for next sprint
- Work on design slides for important information (e.g. the developer personalities)
- Consider deciding on a boss fight concept with the whole team