

PROJECT bubbas

SPRINT [2] RETROSPECTIVE DOCUMENT



March 31, 2020

Project Bubbas

2755 Station Avenue

**Team <PROJECT BUBBA’S> Sprint <3> Retrospective Document**

# What went well?

* I was able to go from knowing next to nothing about python to being quite well versed
* Completed the Combat System
* Updated the SaveFile and LoadFile Systems

# What did not go well?

* Learning how to read and write to and from a file in a new language was very challenging
* Failed to learn how to effectively write lists of objects to a file and read them back into the file in a usable manner added a lot of time
* Severely underestimated how challenging this part of the Game would be to implement

# How should you improve?

* I should start diving very deep into my part of the sprint earlier into the 2 week cycle
* By underestimating the time required to learn the necessary python and implement the combat and file system I ended up with a ton of hours left of coding with only a few days left

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Combat Options and functions | 4 | 18 |
| Affecting stats | 3 | 15 |
| Stats post fight | 2 | 2 |
|  |  |  |

Note: Use the planning documents and your work log to fill this table.

# Personal goals

My first goal was to complete more work outside of the lab. Given that classes are now all outside the lab and that my weekly hours went from around 3 all the way to 35 I would say I completed this goal. I was also definitely more focused during project time and thus completed this work as fast as I feasibly could.