

PROJECT Bubba’s

SPRINT 3 RETROSPECTIVE DOCUMENT



April 16, 2020

Project Bubbas

2755 Station Ave

**Team Project Bubba’s Sprint 3 Retrospective Document**

In this retrospection, you will be focusing on the individual introspection.

# What went well?

* Implemented items into fight
* Created Item Class
* Created Inventory Class
* Read and Write Team Inventory to save file
* Created various types of items: Healing, Damage, and Stamina Items

# What did not go well?

* Bug popped up about action points and items
* Was not able to implement items outside of combat

# How should you improve?

I need to figure out an efficient way to call all the read and write functions together instead of all being separate. I also need to go through the code and make better variable names in the combat sequence.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Creating Items | 3 | 1 |
| Using items inside combat | 5 | 3 |
| Using items outside combat | 5 | N/A |
|  |  |  |

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

# Personal goals

I still kept my hours of work up. I also stayed more focuses during coding time with the group and as a result the group got a lot of solid work completed this sprint