**Project Bubbas Sprint 1 Retrospective Document**

For sprint 1, the customer was happy to see everything that the team displayed. So the user stories are successful. In this retrospection, you will be focusing on the team introspection.

* **What went well?**

We created a menu

We created a saving algorithm

We created graphics for the menu

* **What did not go well?**

Implementing the graphics and saving algorith into the menu

Saving the game on an alternate machine (using an administrator PC interfered with our algorithm)

* **How should you improve?**

We should dedicate time to collaborate to merge our sections. We worked divided for too long and did not give ourselves enough time to combine each section to get a fully complete whole.

* **Time estimation**

|  |  |  |
| --- | --- | --- |
| Member name | Time estimated for the task | Time actually spent |
| Cameron | 4 hours | 4 hours |
| Dennis | 5 hours | 4.5 hours |
| Dominic | 6 hours | 4 hours |
|  |  |  |

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

* **Personal goals**

Each team member states at least two personal goal that will be improve upon in the upcoming sprint for the success of the team. Example, communication through email, communication in-person, commitment to getting the work done, share my technical knowledge with team members, will be more proactive, motivating the team members, will attend all meetings, etc. Note: THESE ARE NOT TECHNICAL GOALS.

|  |  |  |
| --- | --- | --- |
| Member name | Goal 1 | Goal 2 |
| Cameron | Collaborate as we go along more rather than wait until the end | Be better prepared to present to the class |
| Dennis | More commitment to the project | Better communication with team members |
| Dominic | Do more work outside of the lab | Be more focused during project time |
|  |  |  |