**PROJECT BUBBAS Sprint 2 Retrospective Document**

**Cameron Germano**

* **What went well?**

-I created a smooth transition into a new game

-I developed user friendly controls and created decent graphics

* **What did not go well?**

-The sprint took much more time than anticipated

(some errors arose from me mixing up syntax between programming languages)

* **How should you improve?**
* I will code for this class (Python) on different days than I work on assignments from Application Development (Java) to avoid unnescessary confusion between different programming languages
* I will be more accustomed to the PyGame module after gaining experience developing with it throughout this sprint
* **Time estimation**

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Area Creation | 4 | 4 |
| Character Movement Inside Area | 3 | 8 |
| Area Decoration | 2 | 2 |
|  |  |  |

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

* **Personal goals**

In this sprint, we communicated more efficiently which made the process of combining our code much more easier. We were also much more focused which allowed us to progress much further this sprint.