

PROJECT BUBBAS

SPRINT 3 RETROSPECTIVE DOCUMENT



April 16, 2020

Project Bubbas

[Company address]

**Team Project Bubbas Sprint 3 Retrospective Document**

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

# What went well?

-We successfully implemented most of the code that was worked on

-We have made much more progress than usual this sprint

-We have a clear path ahead of us

# What did not go well?

-There were a few minor errors scattered about

# How should you improve?

Next sprint I will make sure to conduct more testing so there will be less, or hopefully zero, errors by the end. I think it would be a good idea to take notes while testing so I am sure that I address every possible issue. I also think having other people play our game could potentially help me find errors easier.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Enemy Movement patterns | 6 hours | 4 hours |
| Character Sprites | 6 hours | 10 hours |
|  |  |  |

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

# Personal goals

I completed my personal goals this sprint and was able to work more effectively with my teammates without confusion. I was able to fully concentrate and get things done correctly, with only minor, minimal errors.