Programmer's retrospective Lumberman Dungeon project

Positives

- Respectfulness
  - Understanding each other's situation
  - Supportive
- Communication
  - Availability
  - Openness
- Spirit
  - Always positive
    - Talk about things outside of the project
    - Social
- Division of labor
  - Always something to do for everyone
- Collaboration
  - Knowledge transfer
  - Helping each other (programmers and graphics together)
  - Dividing workload in case of absence

Improvement areas

- More influence in the project
  - Encourage new ideas from everyone in project
- Planning
  - Time estimation
  - More focus on design and clarify vision early on (week one/two)
    - More time on "Pre study"
- Pair Programming
  - Meet physically at least one or two days a week
  - Use Discord more for working together
- Git management
- Testing
  - Plan testing better
- Scrum
  - Be stricter in using