Team's Project Retrospective

## Goal

To review the project and identify key learnings that will change how we work going forward.

## Duration

1 to 3+ hours

## Agenda

### **1.0 Welcome**

Agile retrospective basically focuses on answering four basic questions. The questions are as below:

1. What went well?
2. What could have gone better?
3. What do we want to try next?
4. What puzzles us?

By performing agile retrospective it would help the team to learn continuously and improve over the lifecycle of projects from their experiences.

### **2.0 Project Review**

The name of our Project Game is ‘Crazy Snake’. It is a web based game. The game is developed using Greenfoot and it is made just for the purpose of fun. The development of the game includes contribution from five members. The game can be played by a single player as well as multiplayer where the player controls the snake. The goal is to compete with opponent snake in eating food and more the food eaten by the snake compared to the other, more the win percentage increases. There are also two parameters Health and Armour which keeps on updating as the game progresses.

### **3.0 What did we learn?**

Hereby in this section we will try to answer the above mentioned questions.

**Successes**:

* + - * What worked really well during this project?

The team followed agile and scrum practices for the development of the game which was very helpful for development of the game. This helped in tracking the work progress and backlog.

The second thing which went well was the dedication and commitment of each team members who followed the Agile XP core values throughout the project.

The team members motto to succeed at any cost was the motivating agent for all the members. They never hesitated to learn any new things whether it may be any technology or any practice or any tool. The teams positive attitude helped the team to overcome challenges which were faced during the whole project.

Another thing that went well was the way the team utilized GitHub for the game development. The team members initially were new to GitHub but at the end of the project it would be fair to say that each and every member was proficient with GitHub.

Constant tracking and analysis with the help of Cumulative Flow Diagrams and Scrum turndown charts helped the team.

Successful implementation of various design patterns in the game worked well and in turn helped all team members to get hands on with design patterns.

* + - * What should we make sure we do again in the future?

After successful implementation of the game, the team found couple of things which could be done differently and that can be implemented in future projects.

The team found out that they could add more complexity to the game. At present there is only one stage. In future, multiple stages can be added in the game.

Additionally the team used Greenfoot currently but in future the team can also try developing game on other platforms like Unity, MelonJS etc.

**Challenges:**

* + - * Where did we run into challenges?

During the entire process of game development the team ran into various challenges and also overcame them. Some of the challenges were like:

The team was new to use GitHub but they learned and used successfully for the project management.

The team was new to Greenfoot but was determined to learn it for the game development. The team with the help of web and video tutorials learned Greenfoot and developed the game in it.

During the game development the team faced various issues in implementing the snake movements. The team referred to various tutorials and videos and solved the issue.

The team also learned various design patterns and implemented them in the project.

### **4.0 Priorities: What matters most?**

### The team members discussed among themselves and prioritized the tasks. The highest priority for all the members was to develop a bug free, fully functional game. Second top most priority was to implement various design patterns in the code.

### **5.0 Changes to Make: Action Plan**

Given these priorities, what should we change for future projects?

* + First priority was to develop a fully functional game. In future we can add more complex functionality to the game. We could add more functionality and levels in the game.
  + We could develop a prototype of the game in various frameworks and then suite the one which gives the best performance.
  + We could implement more than 6 design patterns in the game.

### **6.0 Closing and Evaluation**

The Project was a great opportunity for every team member to enhance their skills and knowledge. There were many new things to be learned. It was overall a great effort by the team and through the project retrospective the team found various key points which can be implemented in future projects.