

# Week 12 retrospective

## **What went well?**

I came up with questions to ask primary school teachers about what is important to teach/help practice the pupils.

I also made up questions to ask about our game to teachers that work with the active floor so we can change certain aspects about our game if necessary.

After this was done I contacted primary school teachers, these teachers don't have an active floor at their school. So I asked them about the curriculum.

## **What could have gone better?**

I could have done more for the design aspect of our game. I felt like I could have done more in general and sometimes didn't know what I could do.

## **Action**

Have my own clear goals for this sprint and make sure these get done in time.

## **Do more**

Take alternative.

## **Do less**

Wait for tasks to be assigned to me.

# Week 14 retrospective

## **What went well?**

I was assigned to the coding team, because of this my goals were a lot clearer and I was able to claim more issues from the jira board.

## **What could have gone better?**

I could have asked for help sooner when I got stuck at a certain point, instead of trying to figure it out myself.

## **Action**

Do more code reviews and ask for help when I get stuck.

## **Do more**

Show the code to the rest of the group before it's all finished.

## **Do less**

Waste time on coding problems.

# Week 16 retrospective

## **What went well?**

I was able to continue working on the functionality of the minigames and delivered what I was supposed to on time. I also asked groupmates for help if I got stuck, which made the process a lot faster.

## **What could have gone better?**

I didn't gather enough feedback from people outside of my group before the playtest and relied too much on validation from group members.

## **Action**

Look for more ways to validate my products.

## **Do more**

Ask experts whether the ideas I implemented work well and write tests to show my code works.

## **Do less**

Focus less on validation from group members.

# Project retrospective

## **What went well?**

Our group had good communication and clear roles, this made for a nice work environment with clear tasks.

## **What could have gone better?**

Some roles had easier tasks than others. For example the level/scene creation took more time than making minigames. Because of this the metric puzzle does not have finished art. We should also have recorded our progress more instead of only showing the finished products.

## **Action**

Make sure more than 1 person is able to work on any given task, this way your team can help with specific tasks and you have a safety barrier if someone ends up dropping out.

## **Do more**

Record progress, for example how a minigame looked at the start versus at the end.

## **Do less**

Completely focus on the one role you're given, as long as you can still finish the part you were supposed to.