



WING IT!

SPRINT 2 RETROSPECTIVE DOCUMENT



[3-30-2020]

FOWL PLAY PRODUCTIONS

Team Fowl Play Productions (Wing IT!) Sprint 2 Retrospective Document

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

1. WHAT WENT WELL?

- Map layout was successful
- The map had to be retooled as it was too big in the initial push

2. WHAT DID NOT GO WELL?

- Music production is rough and not all of the sound effects were able to be made.
- Music production is going to take even longer than expected

3. HOW SHOULD YOU IMPROVE?

- Set lower goals for music and sound production. This would avoid the under delivery of the assets.
- Work more diligently on the music production instead of having it broken up into smaller segments. In my opinion this would lead to more completed products.

4. TIME ESTIMATION

Task	Time estimated for the task	Time actually spent
Learn to create sound effects	2	2
Create two songs	10	8
Map design	4	4

5. PERSONAL GOALS

In the last sprint It was mentioned that time and goal estimation was too optimistic, so in this sprint, I set lower and easier to achieve goals as to not over promise and under deliver. The difficulty of tasks in this sprint were a bit higher than originally thought making it difficult to actually deliver the promised assets. For example the two songs were not delivered but instead only one partially done song was delivered.