

*Wing it!*

SPRINT 1 RETROSPECTIVE DOCUMENT



***Wing it!* Sprint 1 Retrospective Document**

For sprint 1, the customer was happy to see everything that the team displayed. So the user stories are successful. In this retrospection, you will be focusing on the team introspection.

# What went well?

* What we had finished was done in a well-organized order.
  + It was important that the sprites got finished before any in-game character functionality was implemented
* We didn’t have too little to do

# What did not go well?

* Not enough time to finish everything
  + Missed save system
  + missing animations
* Too much time was taken making individual frames of animation

# How should you improve?

* Improve time estimation skills
  + All 3 of us were off on our time estimation by at least an hour
  + Time estimation could be improved by an increase in time efficiency
* Improve work ethic
  + None of us completed every task we set out to do.
  + This was partly intended, however. The main concern was to not run out of tasks

# Time estimation

|  |  |  |
| --- | --- | --- |
| Member name | Time estimated for the tasks | Time actually spent |
| Zachary Loch | 9.5 hours | 16.5 hours |
| John Nguyen | 12 hours | 6 hours |
| Brad Mancini | 7 | 8 |

# Personal goals

|  |  |  |
| --- | --- | --- |
| Member name | Goal 1 | Goal 2 |
| Zachary Loch | Sharing technical knowledge about Unreal Engine | Improved time efficiency when drawing |
| John Nguyen | Make the game easy for the player to adapt to and become comfortable with. | Develop good programming habits when making blueprints |
| Brad Mancini | Make the general outline of the map for the game. | M got together the general outline of the story. |