

*Wing it!*

SPRINT 2 RETROSPECTIVE DOCUMENT



March 30, 2020

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# What went well?

* I learned and implemented a common and important mechanic that is present in most platformers.
* All animations and their appropriate animation states were implemented, though they are not all used yet.
* A bit more on pace with what was planned for Sprint 2.

# What did not go well?

* Melee combat (in terms of the player’s side) is not fully implemented yet. The animations are there, but the functionality isn’t.

# How should you improve?

* Do the research for how to implement something before attempting to implement it. Instead of working until I get stuck, then searching for help then needing to re-implement from the beginning, I should immediately just search up on that concept first to make sure I’m implementing it correctly before moving further with anything.
* Start thinking about how X mechanic will work from a controller-based perspective. This is something that I did not think about until the game over screen.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Basic combat | 3 hours | 5 hours |
| Game Over | 0.5 hours | 0.2 hours |
| Refining movement | 3 hours | 1 hour |

# Personal goals

Better blueprint scripting habits are being developed. User experience with gameplay was taken into account to an extent with the damage and temporary immunity frames, but I did not take controller-based input into account for menus, specifically the Game Over screen.

Thus, I will continue to make focusing on user experience and adaptability a continuous goal throughout this project.