

*WING IT!*

SPRINT 2 RETROSPECTIVE DOCUMENT



March 30, 2020

Fowle Play Productions

***Wing it!* Sprint 2 Retrospective Document**

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

# What went well?

Use a bulleted list and explain

* All my tasks were completed in their entirety
* The process for creating a tileset was clearly and easily defined

# What did not go well?

Use a bulleted list and explain

* The Character Drawing Process went faster, but it’s still slower than expected.

# How should you improve?

1. Improve estimation skills further
   1. I was still off by at least an hour.
   2. Though this wouldn’t be as much of an issue if I could…
2. Increase drawing speed
   1. Productivity could still get faster.
   2. 3 frames an hour is not an acceptable speed for a work environment.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Finalize player character sprites and animations | 10 hours | 16 hours |
| Create a tileset for the first level | 3 hours | 2 hours |

# Personal goals

Unfortunately, I did not talk much about my knowledge with unreal engine, and I did not get much faster at drawing.