

*Wing it!*

SPRINT 3 RETROSPECTIVE DOCUMENT



April 15, 2020

**Team *Wing it!* Sprint 3 Retrospective Document**

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

# What went well?

Got all planned tasks mostly complete. The core player mechanics are now implemented.

# What did not go well?

One mechanic needs a little refinement. It needs a better way to let the player know how long they can be in the air.

# How should you improve?

Take more consideration on showing the player how the mechanics of the game work.

Take into account how one type of movement may overlap with another (example: holding the dash button into a jump).

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Player hit boxes | 4 hours | 3 hours |
| Enemy drops | 2 hours | 1 hours |
| Air movement | 1.5 hours | 2.5 hours |
| Dashing | 1 hour | 1.5 hour |

# Personal goals

User experience consideration is being improved. Especially for this phase where I am trying to make comfortable movement controls. I want the player to feel as though the game mechanics are there to help them as opposed to feeling like they are just a hinderance.

My next goal is to make an enjoyable boss fight. As Zach finishes up the art and animations for it, I can begin working towards making a fair, but stimulating fight. This will also put the mechanics I’ve made to the test to see if any improvements have to be made.