

Wing It!

SPRINT 3 RETROSPECTIVE DOCUMENT



[Date]

[Company name]

[Company address]

**Team Fowl Play Sprint 3 Retrospective Document**

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

# What went well?

* All planned tasks were completed successfully
* I found a way to expedite my artistic method
* Art made in previous sprints, as well as this one were implemented without issue, so I must be doing something right.

# What did not go well?

* Even with the faster drawing method, making the sprite art for the boss took far longer than expected

# How should you improve?

* As usual, time estimation needs some work.
  1. In the case specifically, I need to start taking into account the complexity of the designs I’m making.
  2. That butterfly was way too detailed for something I was gonna be drawing multiple times from different angles.
* Related to the above, I need to learn when to stop designing.
  1. Again, that butterfly was way too complicated.
  2. I could have made just a big dumb slime with a silly face for a tutorial boss, but no, I had to get artsy with it.
  3. Never doing that again, not unless I have more lenient deadlines.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Making tilesheets for the next 3 levels | 6 hours total | 4 hours total |
| Making all of the art assets for the first boss | 13 hours | 20 hours |

# Personal goals

In the last sprint retrospection, you mentioned two goals to improve upon. How were those goals addressed in Sprint 2 and how did you improve as a team member.

* Well, the time estimation got worse somehow.
* I did manage to hasten the drawing process,
  + but I also decided to make more complicated designs.
  + Kind of a one-step-forward-two-steps-back situation.