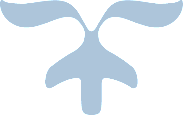


Wing It!

SPRINT 3 RETROSPECTIVE DOCUMENT



4-14

[Fowl Play productions]

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

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

# What went well?

* Level design went well, and was productive
* Learning unreal went well

# What did not go well?

* Figuring out lighting in unreal. I broke the lighting blueprint and lots of things went wrong.

# How should you improve?

1. Using better time management to get things done quicker and more efficiently.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Building the Map | 10 | 26 |
| Make music | 10 | 0 |
| Sound effects | 4 | 0 |

Note: Use the planning documents and your work log to fill this table.

# Personal goals

I need to work more on having more realistic goals for each sprint. When I was planning I wanted to continue working on music for the game, but with time constraints I don’t think I will be able to finish anything in time for the final delivery.