## Instructions

Complete workshop exercises for Flash Hack and complete the Sprint Retrospective exercises.

## Submission Instructions

Please submit each to Canvas by the end of Lab using the following naming convention:

<gamename>\_retrospective.docx

## Workshop 1: Flash Hack Actuals

Record time worked on tasks with task description while completing the Flash Hack.

### Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| Blake | 1 | Create Particle Systems |
|  | 0.75 | Scrum Meeting |
|  | 0.5 | Design New Levels |
|  | 1.75 | Implement New levels |
|  | 0.5 | Implement Character Art |
|  | 0.5 | Level Testing |
|  | 1.75 | Build Particles |
|  | 0.25 | Update Help Text |
|  | 0.25 | Update Readme File |
|  | 1.5 | Integration Testing and Debugging |
|  | 0.5 | Create Particles for Enemies |
|  | 0.25 | Update GDD |
|  | 3 | Class Hours |
| Lexi | 0.5 | Design Demon Icons |
|  | 0.25 | Resize Art Assets |
|  | 3.25 | Design Characters |
|  | 0.75 | Scrum Meeting |
|  | 3 | Design Environment Assets |
|  | 0.25 | Update GDD |
|  | 3 | Class Hours |
| Emily | 1.5 | Develop Pull Tower |
|  | 0.75 | Scrum Meeting |
|  | 0.25 | Develop Camera Control – Zoom In/Out |
|  | 1.75 | Develop Multiple Entry Feature |
|  | 1.5 | Develop Range Indicator Feature |
|  | 2.5 | Integration Testing and Bug Fixing |
|  | 0.25 | Update GDD |
|  | 3 | Class Hours |
| Bryan | 1 | Design UI Framework |
|  | 1.75 | Implement UI Framework in game |
|  | 0.75 | Scrum Meeting |
|  | 1.25 | Balance Gameplay for all levels |
|  | 0.5 | Polish Levels |
|  | 0.25 | Update SCM |
|  | 0.25 | Update GDD |
|  | 1 | Testing our game with other team |
|  | 2.5 | Integration Testing and Debugging |
|  | 3 | Class Hours |

## Workshop 2: Sprint Retrospective Process Review

Complete the Sprint Retrospective Process Review to address:

* “What did our team do well?”
* “What concerns do we have for our team?”
* “What should we do for our team cohesion and productivity?”

### Processes that were most effective

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | Hit burndown chart pretty accurately – estimation of time was good |
| 4 | Listened to feedback from early test with other team. |
| 4 | Didn’t work overtime |
| 4 | Core features are in – just need to polish and add art/sound in the game |
| 4 | We communicate well - usually on the same page, everybody’s respectful of everybody’s opinions |

### Processes that had a negative effect

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 2 | No sound in the game |
| 4 | Not all of our art assets have been implemented |
| 4 | Not Juicy Enough! |
| 4 | A single enemy type gets boring after a while |
| 4 | Final look of the game is still ambiguous - need to do some work on UI design, what final animations will look like, conveyance, etc. |
| 4 | Documentation isn’t frequently updated |

### Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | Implement sound/UI/Art |
| 4 | Refactoring code to eliminate a lot of bugs |
| 4 | Define and add juice |
| 4 | Think more about late-level gameplay |
| 4 | Make sure that documentation is up-to-date |