

CS 192 Software Engineering II

Lessons Learned Report

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Developer's Group Name: Legends

Project Name: Dark Night

Sprint Number: 2

1. What were the main lessons your team learned in this sprint?

Similar to the first sprint, we must have more communication for the code to be done as soon as possible. Communication was especially a problem this sprint because of the difficulty to create a plot and agree on one storywriter.

2. Describe one example of what went right in this sprint.

We knew what exactly we wanted for this sprint and how to implement it.

3. Describe one example of what went wrong in this sprint.

We were not able to finish a solid game story in time. We also had problems making the cutscenes of the game.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

We will do our best to communicate with each other and finish early, so that we may have time to revise if the need arises.