

CS 192 Software Engineering II

Lessons Learned Report

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Developer's Group Name: Legends

Project Name: Dark Night

Sprint Number: 3

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

We learned how to cooperate more with each other, regarding the things we want to establish in our project. We also learned how to adapt the mechanisms and rules in our game, depending on what we think will balance out the game elements.

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

We were able to create the prototype for our battle system, which laid out how the majority of the game will be experienced. We were also able to identify the specifics of the battle system, and tweak it accordingly.

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

We feel that our sprint demonstration was somewhat weak, as we did not use sound effects that would constitute a real battle in our battle system prototype.

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

Since we recognize that our project is based around sounds and sound effects, we have noticed our mistake of using "sample" sounds rather than sounds that would clearly be identified as what we were trying to portray. Because of this, we have decided that we will use more appropriate sound effects depending on what part of the game we are trying to make.