CS 192 Software Engineering II
Lessons Learned Report

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Date: 3/30/2017

Developer's Group Name: Legends

Project Name: Dark Night

Sprint Number: 4

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

   Our team has learned to adjust the project's specifications and adapt to limits and restrictions set by our chosen platform and engine.

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

   We have realized the parts of our project that we needed to put more focus into, such as putting polish of the actual story over menu specifications. This was done to ensure that the best part of the experience really came from the plot as the game is very much story-driven.

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

   We have failed to attend to the sprint progress report in time.

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

   We will make sure to not miss the next progress report as well as polish all of the other aspects of the project.