

D&D CHARACTER BUILDER

SPRINT 2 RETROSPECTIVE DOCUMENT



[Date]

[Company name]

[Company address]

**Team D&D Character Builder Sprint 2 Retrospective Document**

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

# What went well?

* The Team now is comfortable with our Framework.

# What did not go well?

* We really need to kick production into high gear.
* The shakeup of schooling caused a lot of production holdups.

# How should you improve?

1. Now that I’ve settled into a schedule, getting work done can pick back up. I have a plan and focus to get it done.
2. Now that time has moved forward, we are forced to hunker down and focus. This will give us the kick in the pants we need to rocket forward.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Front end Development | ??? | 5 Hours |
| GitHub Reorganization | 1 Hour | 1 Hour |
|  |  |  |
|  |  |  |

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

# Personal goals

In the last sprint retrospection, you mentioned two goals to improve upon. How were those goals addressed in Sprint 2 and how did you improve as a team member?

I didn’t improve, and that’s a huge problem. This sprint will be the change maker. I plan on being very precise and up on my work.