

Dungeons and dragons character creator

SPRINT 3 RETROSPECTIVE DOCUMENT



**Team DnD Character Creator Sprint 3 Retrospective Document**

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

# What went well?

Use a bulleted list and explain

* After some tinkering time, the project was able to be successfully ported to a new machine with no issues.
* A great deal of logic code was developed for the views that will be imported into the project, securing data when it is transferred from front-end to back-end and vice versa.
* Rewrote and solidified method of user authentication and identification.

# What did not go well?

Use a bulleted list and explain

* Things actually went decently well. Communication is always and issue and certain tasks, like troubleshooting and getting the project into a working state, took a bit longer than expected but we were able to accompany the extra required time.

# How should you improve?

1. Mention at least two ways to improve your work in the next sprint.
2. This list should be based on what did not go well in the last sprint.
3. Use bulleted list with details using 2-4 sentences.
4. This improvement is for you as an individual.

* Study and learn more about Caliburn.Micro and methods of data security and user authentication.
* Improve communication not only with Ryan, who I am working on the back-end with, but also with the rest of the group. One thing we need to improve on as a group is communication but this improvement starts at the individual level.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Further developing the database structure and variables for the storage and retrieval of character information. | 5 hr | 5 hr |
| Allowing the character information stored on the database to be displayed in a UI. | 5 hr | 2 hr |
| Further my understanding of event aggregation and stored procedures. | 4 hr | 1 hr |
|  |  |  |

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.

1. Communication, this is something that can always be improved upon and I have been improving my communication skills. I have been more regularly checking in with Ryan and my other team members, this has given me a better understanding of the project, the tasks that must be completed, and how we can merge our work into one functional project.
2. Time management, I believe this has improved as a result of the improvement listed above. Through more communication more effective meetings were able to be held that were ultimately more productive and were a better use of everyone’s time.