**Team Dungeons and Dragons Character Builder Sprint 3 Retrospective Document**

* **What went well?**
* We were able to work on the WPF front end.
* Understand the project better from both sides.
* Was able to further knowledge of WPF as a tool.
* **What did not go well?**
* Was not able to have a finished character sheet.
* Took far to long to get where I am now.
* **How should you improve?**
* I need to be more comfortable with WPF and better manage the time spent on the project. But Stephen has helped me
* **Time estimation**

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| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Learning more on WPF to be more useful for project. | 6 | 4 |
| Working on Character Sheet | 8 | 3 |
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* **Personal goals**

We expanded where we were on the front end, and we did create a framework for the character sheet, so those two goals were met.