

D&D 5e Character Builder

SPRINT 3 RETROSPECTIVE DOCUMENT



[Date]

[Company name]

[Company address]

**Team D&D Character Builder Sprint 3 Retrospective Document**

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

# What went well?

* Got a large bulk of work done
* Learned a ton about XAML UI creation

# What did not go well?

* I could have gotten even more done, I guess.
* I could have delegated the work better.

# How should you improve?

1. Keep Communicating! Everyday I work on the project I plan on notifying everyone about what I’m doing.
2. Collaborate more and keep things moving along. Me and Tyler have been having a strange time cooperating with the working at home, so I need to get things back up and running.

# Time estimation

|  |  |  |
| --- | --- | --- |
| Task | Time estimated for the task | Time actually spent |
| Finishing WPF Views | 8 Hours | 6.5 Hours |
|  |  |  |
|  |  |  |
|  |  |  |

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 3 and how did you improve as a team member.

I did get a lot more work done with having settled into a working schedule. This means I can contribute more and iterate quicker with the project. Also, with the deadline closing in we are moving swifter on the project completion.