

Retrospective Report

Sprint 5 – Beta

11/17/2012 – 11/26/2012

Salvage Runner

1. Introduction

The purpose of the Retrospective Report is to describe in detail the specific activities that were most effective and those that need adjustments prior to the sprint. A goal of the document is to inform future sprint teams of the obstacles encountered during this release. Sprint 5 began on **11/17/2012** and went to through **11/26/2012**.

2. Release Overview

Sprint 5 was the **Beta** sprint. Beta comes after the **Alpha** sprint and precedes the **RTM** sprint. It contains:

- Game Trailer
- Polished levels 1-5
- Fixed sounds
- Updated ADB and GDD
- Marketing Materials

3. Release Quality Statistics

Below are some statistics from the sprints:

Sprint	# Playtest Hours	# Defects Found/Fixed
Sprint 1 – Proof of Concept Technology	4	5/5
Sprint 2 – Proof of Concept Gameplay	4	7/7
Sprint 3 – Vertical Slice	12	7/7
Sprint 4 – Alpha	12	15/11
Sprint 5 – Beta	10	15/15
Total	42	49/45

4. Process Review

4.1 Processes that were most effective for the sprint

# of Votes	Things Done Well
4	Team felt that it was nice to be able to ask questions during the Beta Kleenex Test.

4.2 Processes that had a negative effect on the sprint

# of Votes	Need Improvement
4	The team felt that team members did not work enough during Thanksgiving break.
4	The team felt that team members did not work enough during core hours. Several people worked on other classes.

5. Action Items

Below are the action items we will immediately put into place to improve our next sprint:

Participate in a project 360 to learn from other teams and from own team members

Write a post mortem of the TGP 1 game development

Write a wiki article furthering the common knowledge about GuildEd

Burn 5 Gold Masters

Burn an archive disk and ensure that the project can be rebuilt from it

6. Variances

Sprint	Est Hrs	Act Hrs	Variance	% Variance
Sprint 1 – Proof of Concept Technology	44.5	38	6.5	117%
Sprint 2 – Proof of Concept Gameplay	72.5	60	12.5	121%
Sprint 3 – Vertical Slice	67.5	65.58	1.92	103%
Sprint 4 – Alpha	69.5	64.33	5.17	108%
Sprint 5 – Beta	72.2	60.4	11.8	120%
Averages	326.2	288.41	32.72	114%

The variance between the actuals and the estimates in Beta was due to the team pushing the Game Trailer creation to RTM. In addition, the team play and bug-fix session usually scheduled on Thursdays was canceled due to Thanksgiving.