

Sprint Documentation

What went well?

Implementing more enemies, obstacles and improved score went well because we've implemented our system to make it easy to add new entities and components. The high score didn't make any big problems, and went along pretty well.

What did not go so well?

Finding music and sound effects with a suitable license took more time than expected.

Backlog changes

Added backlog entries for the last sprint. Mostly bugs and small fixes were added.

Sprint planning

During the sprint planning, we mostly discussed small changes and fixing bugs as it's the last sprint of the project. I.e. we wanted to fine tune the project and balance the objects in the game to make it fun to play.