

Sprint 5 Reflection:

Overall, we met our expectations on this Sprint. Most of the features that were required to be included in the game were completed. The features that were added dramatically improved the functionality of the game and improved user experience. We started by refactoring our code from sprint 4 following the grader's comments and suggestions. Then, we started adding the features for sprint 5 by continuing to work on and improve the same parts that we worked on during sprint 4. Preset deadlines were once again a huge problem for us during this sprint, with some team members waiting until the last few days of the sprint to begin working on their parts. However, some team members put in enormous amounts of effort and this can directly be seen in the final product. Overall, we believe that we coded a game that we are very proud of. While it is not perfect, it was definitely a fun experience to take part in.