Sprint Reflection:

Overall we performed well on this Sprint. All of the features that were required to be included in the game were added. We started by coding each individual class and interface such as the game class, the sprite interface, the player interface, etc... We quickly realized that this was not a good strategy because all of these needed to be continuously updated as the project was developed. As a result, for the next Sprint, we will work on the code in different portions as opposed to trying to spread out the coding. Also, we were a little lax with our preset deadlines and for the next Sprint we will follow them more closely.

Below, you can see our task board. This is how we planned to implement our game. For the next Sprint, we will switch up the order of the tasks so they line up better with the code that we need.

Completed

Completed	Task	Subtask	Notes
☑	Implement main interfaces: IFactory, IController, ICommand, ISprite		👤 Assigned to Nyigel Spann (nkspann@gmail.com)
☑	Implement Factory class		👤 Assigned to Danny Attia (dannyattia@gmail.com)
☑	Implement Game Class		👤 Assigned to Shyamal Shah (shyamalgs@gmail.com)
☑	Check Code 1		👤 Assigned to Tristan Roman (tristan.ash2000@gmail.com) 👤 Assigned to Will Floyd (wrfloyd15@gmail.com) 👤 Assigned to Alex Nguyen (alexdude319@gmail.com)
☐	Implement Player Interface		👤 Assigned to Tristan Roman (tristan.ash2000@gmail.com) 👤 Assigned to Shyamal Shah (shyamalgs@gmail.com)
☐	Implement Player Class		👤 Assigned to Shyamal Shah (shyamalgs@gmail.com) 👤 Assigned to Tristan Roman (tristan.ash2000@gmail.com)
☐	Implement Enemy Interface		👤 Assigned to Will Floyd (wrfloyd15@gmail.com) 👤 Assigned to Alex Nguyen (alexdude319@gmail.com)
☑	Implement Enemy Class		👤 Assigned to Will Floyd (wrfloyd15@gmail.com) 👤 Assigned to Alex Nguyen (alexdude319@gmail.com)
☐	Check Code 2		👤 Assigned to Nyigel Spann (nkspann@gmail.com) 👤 Assigned to Danny Attia (dannyattia@gmail.com)