

Sprint 4 Reflection:

Overall, we did not meet our expectations on this Sprint. Most of the features that were required to be included in the game were completed, but not to the quality that we had hoped. We started by refactoring our code from sprint 3 following the grader's comments and suggestions. Then, we started adding the features for sprint 4 by continuing to work on and improve the same parts that we worked on during sprint 3. 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. As a result, there were many features that were rushed, not thoroughly tested, and overall lacking in quality. For the next sprint, we will split into teams to accomplish the new tasks after refactoring is completed. However, we will need to be stricter on deadlines to avoid rushing everything at the last minute.