

### Sprint 3 Reflection:

Overall, we performed poorly on this Sprint. Most of the features that were required to be included in the game were not completed. We started by refactoring our code from sprint 2 following the grader's comments and suggestions. Then, we started adding the features for sprint 3 by splitting into two teams, one to implement the collision handling and detection and another to implement the map. Splitting into two teams was more effective than everyone doing their own individual part as it allowed each team to collaborate and work together on the same issues. However, preset deadlines were a problem again for us during this sprint (some team members had very busy weeks full of midterms and quizzes and understandably decided to postpone working on the project) and as a result there were many features that were rushed, not thoroughly tested, or pushed to sprint 4. A few team members decided to push their parts back to the last day or few days. For the next sprint, we will continue to split into 2-3 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.