# Sprint Review iii - Sunday 3-24, Nobody (Team 3)

* Features implemented

+ US-13: As a player, I want to be able to view the board state so that I can decide what my course

of action will be.

+ Main Menu UI: Implemented the Main Menu UI.

* Issues fixed

+ Pygame zero doesn’t support using critical pygame zero objects outside of main module so

environment now concatenates all modules into a single module to be executed by pgzero.

* Implementation review *(What went well in the implementation, what problems occurred, how problems were solved)*

*+* Ran into problems with a critical dependency not being designed to work with anything more

than a single module. Fixed by automatically concatenating all modules into a single main

module before Docker container runs.

* Changes made.

+ Implemented Concatenation of Modules required for using pygame zero.

- Removed pytest from environment due to problems with need for Module Concatenation

+ Added pygame zero event handlers to Betrayal.py: onMouseMove, onMouseDown, onMouseUp,

onKeyDown, onKeyUp.

* Plans for next sprint *(What will be done for the next sprint)*

+ Complete User Story 12: As a player, I want to be able to have an “inventory” to keep track of my

items and what they do.

+ Complete User Story 15: As a player I want to be able to keep track of current stat points for users

so I can know how many dice to roll and if I will die.

+ Complete User Story 20: As a player, I want to be able to return to the main menu after a game so

that I can navigate easily

+ (Maybe) Complete focus group extra credit.

* Scrum Review *(What went well in Scrum, what could be improved, and changes will be made)*

+ We were all busy over spring break and had exams the week back, preventing us from getting as

much work done as we hoped to.

+ Got everybody up to speed with Docker and able to work on the project.