# Sprint Review iv - Sunday 4-7, Nobody (Team 3)

* Features implemented

+ US-20: As a player, I want to be able to return to the main menu after a game so that I can navigate easily.

+ US-24: As a developer, I want to implement a local database for easier storage of Character stats.

+ Implemented FloorTile classes to resemble the Composite Structural Design Pattern.

* Issues fixed

+ Fixed our Sequence Diagrams to satisfy feedback from Deliverable 3.

+ Fixed Domain Model Descriptions to satisfy feedback from Deliverable 3

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

*+* We are using Sqlite3 for our local database, ran into unexpected problem with Sqlite not accepting Enum

as a valid data type. Solved by using Python’s json library to store Enum data as TEXT.

* Changes made.

+ Synchronized Product Backlog with Sprint Backlog iv and Kanban

+ Changed a few of our NFR in the SRS to match feedback given from Deliverable 3

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

+ Implement environmental variables into Docker image to allow for Pulse integration, allowing us to work

with game audio inside a Docker container.

+ Begin thinking about Final Presentation.

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

+ Went over each piece of feedback from Deliverable 3.

+ Went through what needed to be done for Deliverable 4.

+ Spent a brief moment touching on Deliverable 5 tasks.