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

* Features implemented

+ US-25: As a player I want to place floor tiles around a grid so that I can add to the layout of the mansion.

+ US-26: As a player I want to keep track of events that happen during a turn so that I can view a record of

everything that happened in a game.

+ US-27: As a player I want to move a character around the mansion so that I can reach critical objective

positions in a game.

+ US-23: As a player, I want to play a turn from beginning to end.

+ US-22: As a player, I want to view the order in which players will take their turns in.

+ US-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.

* Issues fixed

+ No issues fixed.

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

*+* Ran into problems with pygame zero’s image rotation breaking when images scaled with vanilla pygame

methods. Fixed by using vanilla pygame’s image rotation methods.

* Changes made.

+ Implemented US-15, 22, 23, 25, 26, 27

+ Demo build finalized and released

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

+ Complete Final Project Presentation.

+ Complete Final Project Presentation Feedback forms.

+ Create corporation github account

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

+ Everything went as planned, we planned out the final steps of our project.