Agenda: Sprint Review

Sprint Dates: October 18 – October 31

Review Date: October 31

Sprint Summary: For this sprint we completed three user stories which were to create the game ui, start screen, adding dashes for the size of the word, add a feature to exit the game, and a replay button. During this initial sprint we also created and organized our git repository

Status of user stories:

Each story was successfully completed by the end of the sprint. Each story consisted of coding a feature or design, code was then reviewed by a team member who did not work on the tasks, and then the functionality was tested.

Burndown chart

A graph with blue lines and numbers

Description automatically generated

Velocity and Capacity

54 story pointes

160

Demonstration/Progress Updates

Presenter- Description

David - Discuss the start screen

Colin – Game screen

Jacob – Replay button

Chey – Word Generation

Feedback/Questions from Product Owner?