**Agenda:** Sprint Review

**Sprint Dates:** November 1 – November 14

**Review Date:** November 14, 2023

**Sprint Summary:** For this sprint we completed seven user stories which were to reveal both the correct guessed letters and the letters that were incorrectly guessed. We also added a function to stop/pause the game at any time so that the user can stop but also be able to replay the same word when ready to play again or resume the game. We also created the hangman figure drawing that will be drawn whenever an incorrect letter is guessed. We have also added a feature to display both when the user has won or lost the game. If the user wins/loses the game, they can replay or start over with a new word or same word. We also added game instructions to the game so that the user can comfortably play the game of Hangman and text areas to make the game more user friendly.

**Status of user stories:**

Each story was successfully completed by the end of the sprint using the definition of done. 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 dots

Description automatically generated

**Velocity and Capacity**

53 story points

152

**Feedback/Questions from Product Owner?**