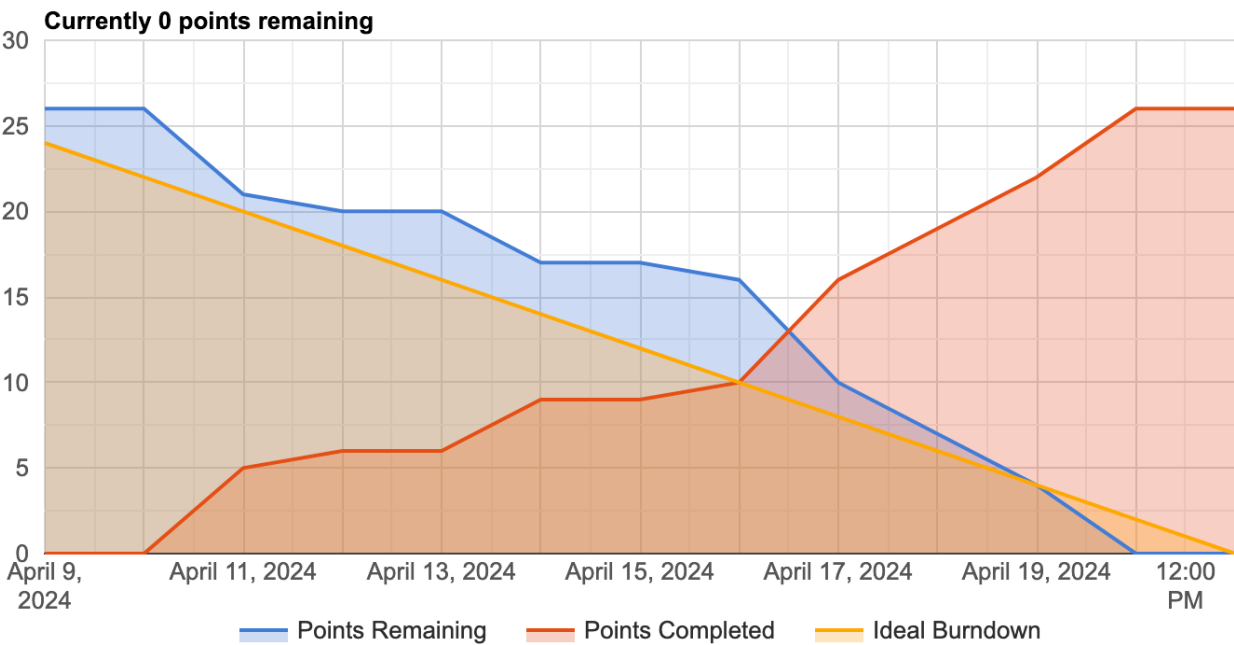# Sprint 5 Reflection

This sprint our team mostly works in parallel, where each of us individually worked on: darkness gamemode, room teleportation, difficulty selection, annoying hand gamemode, NPC shop, cheat code, etc. Because the individual works and most of these works take a huge amount of time to work alone on, our sprint burndown chart's trend looks something like ➡️➡️➡️📉, which is mainly due to the fact that most of the tasks being finished at near the end of the sprint.

Fortunately, during this sprint we don't have many bugs from each individual part, and each member did their jobs almost flawlessly. However, we do avoid create new classes/modules for the new functionalities but rather prefer to append on the existing codes (since it's the last sprint), which may make it a bit more difficult to maintain in the future.



Sprint 5 burndown chart