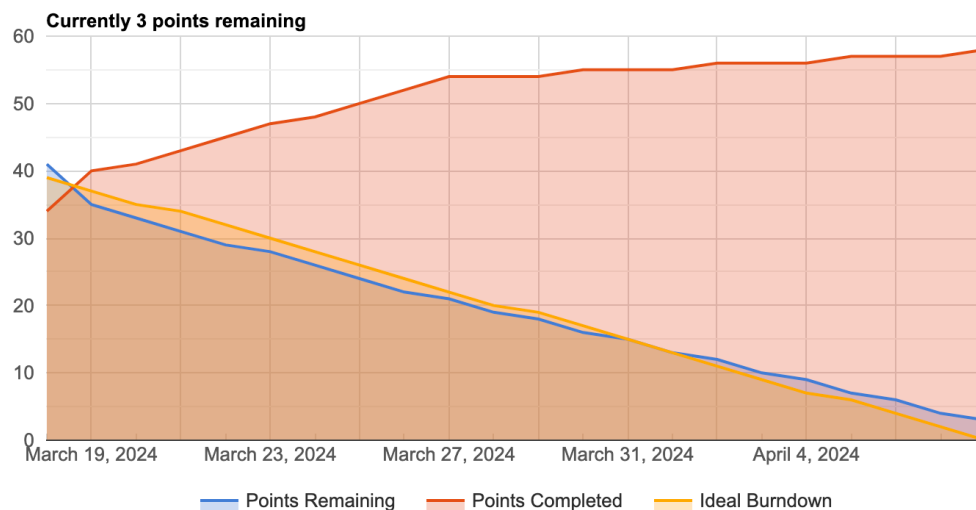


## Sprint 4 Reflection

During this sprint, our team finished most of the game's functionality well in advance. By the middle of the second week, we have most of the functionality already implemented and are starting to fix up the minor details (to make the game more similar to the original game's behavior) and bugs.

One major challenge during the sprint is the bugs when switching the game state. We have to consider the case where the player unintentionally pauses the game during HUD display, or restart the game when the player is getting hurt, both of which causes some weird bugs to arise. Nonetheless, given the week and a half time for us to fix those problems, we eventually resolve the problems, as well as implement some extra functionalities.



Sprint 4 burndown chart (points completed include previous sprint)