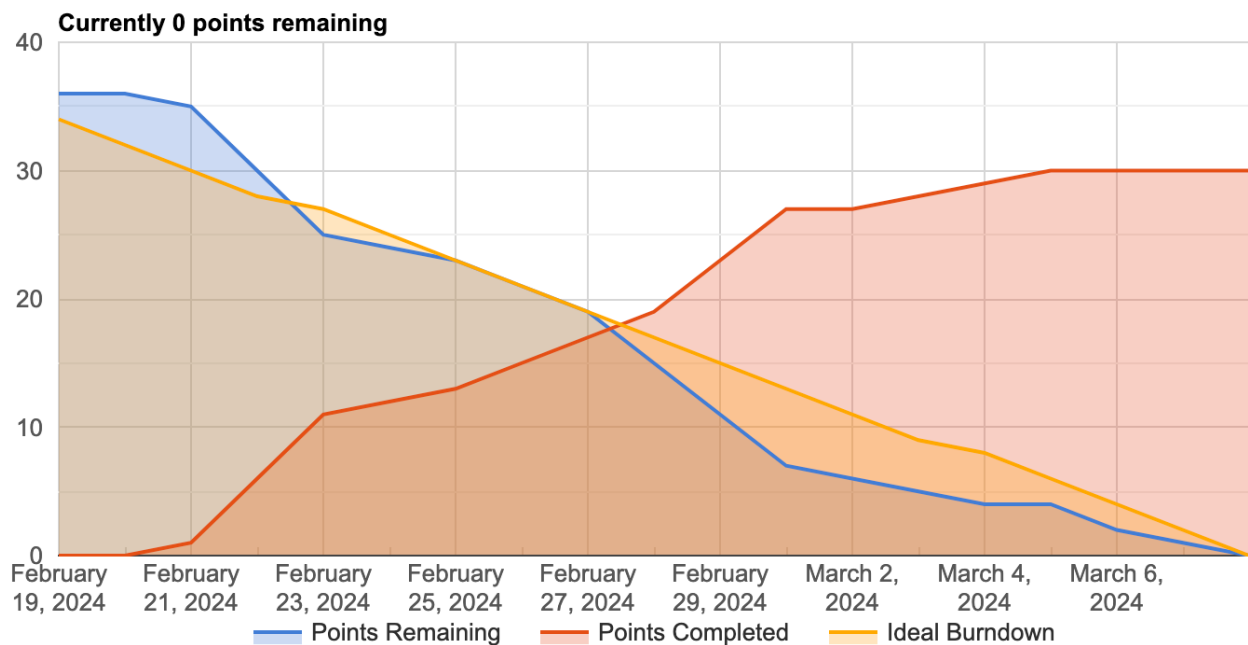


Sprint 3 Reflection

During this sprint, our team finished most of the functionality a week in advance, while in the last week we mainly used our time on fixing bugs, adding extra functionality (pushable blocks, map relation logic, interaction with NPC, enemy dying/arrow explosion animations, etc.). Overall we stayed on a good pace and have a pretty robust and polished product by the end of the sprint.

One major challenge in this sprint is the difficulty to divide task evenly and distributed across the team members. As the collision handling and map loading are the major chunks of this sprint, we attempted to divide it up and tried not to put too much work on one single person. However, due to sequential nature of many tasks (one has to be done before another), and that some part needs a deeper understanding of how other parts work, I think we are not able to give everyone an even number of tasks. Despite that, we kind of resolves this by having some of our team members working ahead of schedule to do some extra functionality for the part that they are responsible of.



Burndown chart for Sprint 3