

Features Implemented: Three (3)

- Character Animation
- Shooting Food
- Pick up Item

Issues Fixed: Zero (0)

What went well:

- Planning
- Development of application

Problems: Zero (0)

Changes: One (1)

- Minor changes made to character animation

Next Sprint:

The group plans to spend a great deal of our energies and focus on generating a new enemy, hazards of varying types, and sounds for the game. Also, prioritize which features we would like to focus on before the end of the semester.

What went well in this week's Scrum:

All members of the group were "present" and contributed to the discussion during each Scrum meeting. Since everyone is working from home in separate locations, meetings have all been through Discord. Thankfully, Discord allows us to meet virtually while having the ability to share our monitors. Discord once again proved to be an invaluable asset and helped conduct our scrum meetings.

Lessons learned from current Scrum:

Since COVID-19 has forced us all to work in separate locations, face-to-face meetings are no longer an option. This adds extra challenges for the team to get past and requires more of an effort for each of the team members. Beyond this pandemic we're all dealing with, having teammates communicate regularly has also been a challenge. However, with all of us beginning to really settle into our new "normal" life, I believe the toughest part of adjusting has already happened which will allow for the team to get back to feeling comfortable working away from each other.

Changes for next Scrum:

No big changes will be made for the next Scrum since we're all settling in to our new "normal" life. A lot of focus will be on development instead of just documentation and communication will continue to be improved