

Features Implemented: Two (2)

- Basic character movement control
- Unity environment initialization and setup
- Main character created

Issues Fixed: Zero (0)

What went well:

- Planning
- Communication

Problems: Zero (0)

Changes: Zero (0)

Next Sprint:

The group plans to carry over our sprint backlog tickets, including creating an environment, adding character animations, as well as shooting food. In addition to these, the group will investigate pausing the game, as well as do some preliminary work on the sound effects.

What went well in this week's Scrum:

All members of the group were present and contributed to the discussion during each Scrum meeting. Although the Scrums were useful, Discord proved to be an excellent asset for team communication, and clarification for any additional questions thought of outside of the Scrum meetings.

Lessons learned from current Scrum:

The group found that it was a struggle to recall the details of our discussions, along with taking assignments. The group found that more time is needed for our team Scrum meetings.

Changes for next Scrum:

Although we met regularly, as a group, we can do a better job coming prepared for the Scrums individually. For example, bringing up issues in the group so we all can talk through them. We plan on capturing the details of our discussion and the tasking assignments for subsequent Scrums, by team members documenting their tasks and individual comments.