

Features Implemented: Six (6)

- Jump Sound
- Hazards:
 - Falling Objects (Tomatoes)
 - Falling Platforms
 - Fire
 - Death Floor
- Enemy (Mouse)

Issues Fixed: One (1)

- Fixed issue with character picking up items to use

What went well:

- Communication
- Understanding the documentation process better

Problems: Zero (0)

Changes: One (1)

- Minor changes made to the shooting food animation

Next Sprint:

The group plans to spend more time in development of the application including coding and finalization of prior developments. Since Sprint 6 is the next and last one, the group will finalize the prioritizations of the features we would like to implement in the rollout of the application.

What went well in this week's Scrum:

All members of the group were "present" and contributed to the discussion during each Scrum meeting. With every passing week, we further assimilate to our new "normal" which is working in isolation from the team. The team has proven that they can adapt to the situation we find ourselves in which is great to see. Communication once again proved to be efficient to complete all the necessary tasks for this Scrum.

Lessons learned from current Scrum:

Development of the application has its challenges and having a better understanding of Unity would be useful for the team who are less experienced than the other teammates. However, practice makes perfect which is proving to be correct with the team's development skills.

Changes for next Scrum:

There are no changes for the next, and final Scrum.