**Features Implemented:** Two (2)

- Start Menu Scene
- Player Health system

**Issues Fixed:** Zero (0)

**What went well:**

- Planning
- Communication

**Problems:** Zero (0)

**Changes:** Zero (0)

**Next Sprint:**

The group plans to spend a great deal of our energies and focus on generating new enemies of and obstacle assets, of varying types, for the game, which we will be able to utilize in the construction of stages in the subsequent sprints.

**What went well in this week's Scrum:**

All members of the group were present and contributed to the discussion during each Scrum meeting. This week was extremely difficult to meet in person as the school moved to remote classes and all students were required to move off campus effective immediately. Discord once again proved to be an invaluable asset and helped conduct our scrum meetings.

**Lessons learned from current Scrum:**

Some of the features that are being implemented involve interaction with other features which exist or are still in development. Coordinating these implementations to be compatible with each other's has been a new challenge that the team has been gracefully maneuvering. We expect many more such challenges to present themselves as many more interacting features are to be developed.

**Changes for next Scrum:**

Due to the University moving to remote classes for the remainder of the semester, some members of the group are not currently located within a reasonable distance to meet, and so the possibility of a physical meeting has diminished even further. Prior to these changes, the group utilized time before and after lecture to meet, but now all communications will be restricted to Discord.