Features Implemented: Two (2)

- Enemy
- Enemy Movement

Issues Fixed: Zero (0)

What went well:

- Adaptation
- Learning the problem domain

Problems: Zero (0)

Changes: Zero (0)

Next Sprint:

The group plans on implementing a start menu so a user will be able to start and play the game. Various members also plan on implementing more scenes and continue to work on the physics behind shooting objects from both the player and enemy.

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 COVID-19 pandemic made meeting in person extremely difficult, Discord proved to be an excellent welcomed addition. This added to the overall amount of communications the team was able to engage in. Team members have been working hard to understand how to utilize Unity as a development environment to implement new features for the project.

Lessons learned from current Scrum:

The group found that it was a struggle to meet for scrum meeting in the presence of the COVID-19 pandemic. We had to utilize other means such as discord but talking over each other became an issue.

Changes for next Scrum:

Although the COVID-19 pandemic made it extremely hard to meet in person, as a group, we can do a better job planning to meet in other ways. We plan on utilizing discord to a higher extent which will allow us to communicate more often than using daily/weekly scrums.