

### Features Implemented: Four (4)

- Volume Slider Bar
- Exit Game
- Save Game
- Load Game

### Issues Fixed: One (1)

- Lives going into negative values

### What went well:

- Adapting to remote living and working conditions
- Focusing more on development than documentation

### Problems: Zero (0)

### Changes: Zero (0)

### Next Sprint:

N/A

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

All members of the group were “present” and contributed to the discussion during each Scrum meeting. I believe we have all “accepted” the way we’re living during our new normal. Since this was the last Scrum of the semester, there was a sense of relief after realizing it would be impossible to implement all the features we would have like to and could now focus on wrapping up the project for the semester.

### Lessons learned from current Scrum:

Having more time to develop would have yielded a better overall product but learning that prioritizing is part of real-world software engineering. Like before, practice makes perfect, so this was a good starting point to learn the different processes. Communication is always key, and I think it could have been better, but this could be due to the unforeseen circumstances we’re left dealing with.

### Changes for next Scrum:

N/A