**Features Implemented**: Two (2)

* Basic character movement control
* Unity environment initialization and setup

**Issues Fixed**: Zero (0)

**What went well**:

* Planning
* Communication

**Problems:** Zero (0)

**Changes:** Zero (0)

**Next Sprint:** Next sprint, we plan to carry over our sprint backlog tickets including creating an environment, adding character animations, as well as shooting food. In addition to these, we also plan to investigate pausing the game, as well as do some preliminary work on the sound effects.

**Scrum:** This week our scrum was minimal, as this week was mostly spent initializing the Unity environment and linking it with Github so that all team members would be able to collaborate in the same workspace. However, we did accomplish that effectively, and all members of the group had an opportunity to experiment with Unity on their own terms. Communication was good.