**Features Implemented:** Three (3)

* Character Animation
* Shooting Food
* Pick up Item

**Issues Fixed:** Zero (0)

**What went well:**

* Planning
* Communication

**Problems:** Zero (0)

**Changes:** One (1)

* Minor changes made to animation

**Next Sprint:**

The group plans to spend a great deal of our energies and focus on generating a new enemy, hazards of varying types, and sounds for the game. Also, since it’s the last sprint, prioritize which features we would like to focus on before the end of the semester.

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

All members of the group were present and contributed to the discussion during each Scrum meeting. Since everyone is working from home in separate locations, meetings have all been through Discord. Thankfully, Discord allows us to meet virtually while having the ability to share our monitors. Discord once again proved to be an invaluable asset and helped conduct our scrum meetings.

**Lessons learned from current Scrum:**

Since COVID-19 is, 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.