

Dimension Runner

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- **What functionality does the system have at the end of this sprint?**

Our Project has 7 functions:

- Collecting Coins
- Entering Game
- Losing Game
- Collecting Hearts
- Hitting Trap or dodging it
- Changing dimension
- Changing Difficulty
- New traps player can hit or dodge
- Invisibility power that makes player immune

- **List the user stories that you successfully implemented during this sprint**

1-User can hit or dodge new traps

2- User can take new power which makes user immune to traps

- **Did you end up making any changes to any of these user stories? Did you break down further any the user stories? Did you identify any new user stories during this sprint and, if so, did you add them to the product backlog or decide to implement them right away? Explain**

We did not any changes in user stories. And there is no any new user story for now.

- **What are the "lessons learned" at the end of this sprint? What would you do differently next time? Explain**

We learned this new traps must be creative and must be funny. So we need to think about it so much. Creating new thing for fun is not easy. But at the we loved our work. Maybe next time we can do the game with more care.

- **Provide an updated numbered list of all user stories yet to be implemented; indicate pre- and post-conditions**

User stories	Pre-Conditions	Post-Conditions
User collects coin	User walks to coin	User's coins updated
User change difficult	User pushes button	Difficult changes
User changes dimension	User passes one point	Dimension Changed
User hits trap	User walks to trap	User loses one heart
User plays game	User hit play button	Game starts
User collects heart	User walks heart	User gets one heart
User collects power	User walks power	User gets the power

o Are there any user stories left unimplemented in the backlog? Are there any new user stories that you would consider adding to the backlog? List these user stories and explain them.

There is some user stories unimplemented to backlog. There are:

1- Market, that people can buy some things.

We can't do that because we have limited time and so much homeworks. We tried to do our best for that limited time.

2- Player skins

We can't do that because we have limited time and so much homeworks. We tried to do our best for that limited time.