

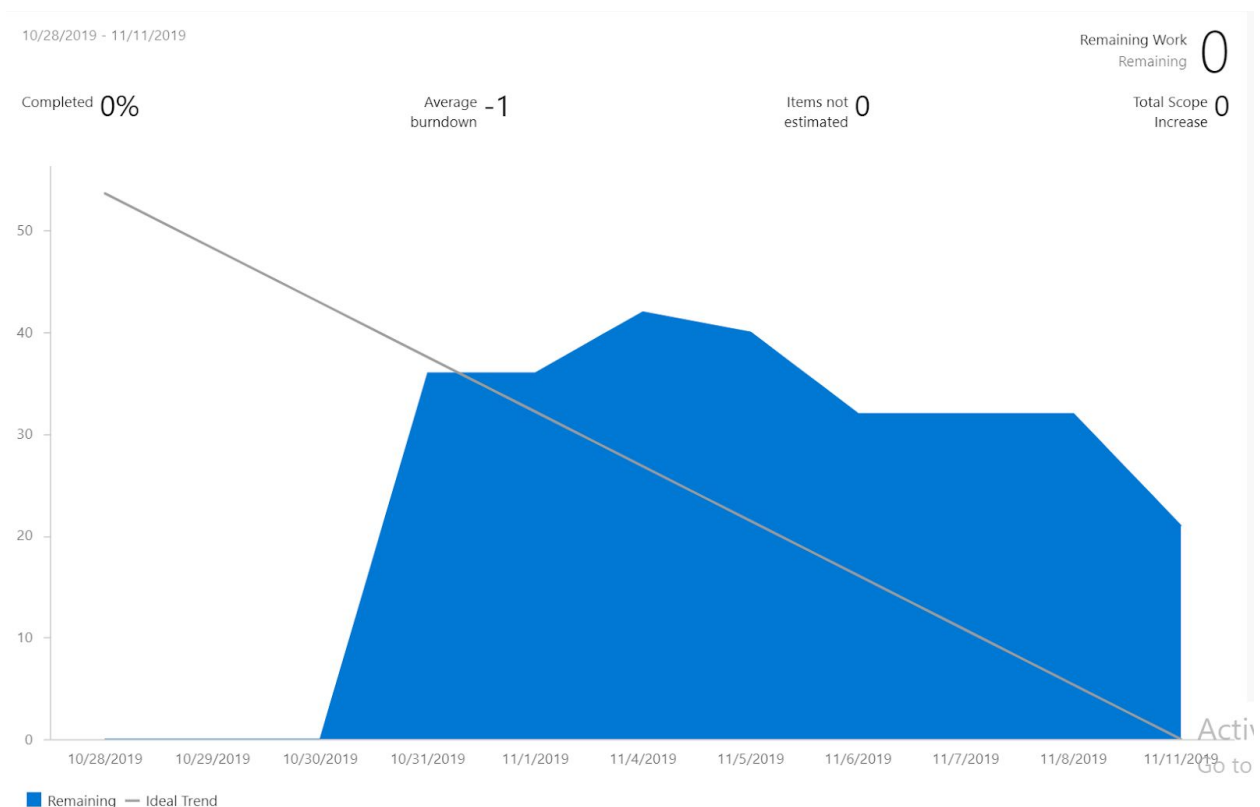
Sprint reflection

- Near the end of the sprint, write up a brief report on how your team performed this sprint, using the burndown chart from the board as the basis for discussion.
- Feel free to also discuss your processes as a whole. Were any changes your made this sprint constructive or detrimental? Do you have any plans for doing things differently next sprint?

Sprint 4 reflection

We improved our collision precision. As we always did, we tried to implement all functional requirements first. In the meantime, we have tried a lot of methods to meet those requirements. We kept everything that may be useful. So in the end, we found that there are a lot of codes that are never used and classes which should be deleted. We run code analysis this time, and removed as many warnings as we could, but we were not able to remove those saying class too long.

The burndown chart illustrates team was mostly active at the beginning and end of sprint.



Plans:

Finish HUD.

Set puzzle for some room.

Add more weapons.

Add a Nightmare mode (killed enemies haunt the player, overwhelming speedy enemies)