

## Sprint 5 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 you made this sprint constructive or detrimental? Do you have any plans for doing things differently next sprint?

We got some inspirations from other games like Portal 2 and Pokemon. We gave Link the ability to catch a monster using a Poke Ball, and then call the monster as a helper to attach other monsters. We added pairs of black holes as portals, which can transfer Link and his arrows between two black holes. Link has the option of where a pair of black holes occurs. More detailed and comprehensive explanation of new functionalities are discussed in ReadMe. The team tried to be creative and made updates so that our game is fun to play. Each member came up with several ideas, some of which were selected to be implemented in this sprint.

It was constructive that when implementing the idea, the team came up with more aspects and elements that were associated with or extended the idea. For example, black holes were initially thought to transfer Link only, and the team decided to they have them able to transfer arrows too, so the game would be more fun.

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

