**Sprint review and retrospective**

**Sprint review**

At the start we created the sprint backlog which created the items which we were going to work on in the sprint then to start on the project we firstly got all the sprites we needed for the characters, then we started displaying the images on the screen and moving them about to the best place. After this we code the movement for the character and then created the movement to follow the enemy. Then we created an invisible barrier that stop the character from going out of bounds. The bullet, sword, gun, HP bar, was created next so that it gave the character some ability to kill the enemy, which is the purpose of the game. The drops were then created to drop ammo, double damage and speed to give the use the ability to have more than ten ammo. Moreover the spawn was created which meant that the user would have more enemies than one to kill. Finally a new enemy was created called a walker which is much faster than the normal enemy which makes the game more exciting for the user as they will have to deal with the changing speeds of two enemies.

**Sprint retrospective**

The parts of the sprint that we did well was we work to and met all of the deadlines and finished our work early, this meant that we had time to plan for the second sprint and for the future ideas for the game.

Another part that we did well was we created a git repository which meant that we could keep track of every group members work and we could see how everyone was progressing with their items of work.

The parts that we could improve on were that we need to add more points to our sprint backlog as we had completed the sprint a week early so for our second sprint we are going to add more points in so that we have points to do for the whole three weeks.

Another part that we could improve on is to have more defined acceptance criteria, so we know what the end version of an item is before we start to create it, which will save us time as we will not have to keep re-improving items.