**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 worked on the walking animation for the character and enemy allowing then to become more lifelike for the user of the game. Then we created a new enemy, which was the ranged and sprite enemy. We then worked on the ability for the character to shoot across the water but not the building and allowing the enemy to find the best path around the terrain, so that they did not get stuck and could not move towards the character. We then worked on the levels, which mean that we add they ability for the character to walk to another world where there were new enemies to kill. We also added in a Title screen and a game over screen so that it gave a sense of structure to our game. New Power-Ups were added, such as gain health, shield, increased speed, increased damage to the sword, this gives the user additional functions to use. House’s and Lakes were added to all of the new levels, which then gave them terrain instead of being an empty field. Finally a stat screen, health bars above enemies and a fade to game over screen were added.

During the first sprint the way we conducted the testing was, any new functionality added (whether solo or in a pair) was tested by the person(s) not present. This was usually done during our group meetings so feedback and ideas could be bounced around between us. This allowed both effective finding and squashing of unintended behaviour, as well as increasing the speed of iterating and improving each module.

Finally the things that we feel that we are not going to continue in the next sprint is making big commits as making smaller commits would make it more readable, when we come to look back at the commits on Git Lab.

**Sprint retrospective**

Overall our team worked well this sprint, completing some major tasks which progressed the game development.

One part that we especially did well on was creating the new levels and adding terrain and enemies into them. This has now opened our game up to more ideas and it allows the user to enjoy the challenge of as you progress through the levels the enemies get harder to defeat.

However there were issues that we could improve on one of these issues is the large commits to Git Lab this meant that it was hard to determine what we had worked on in each commit, so by making smaller commits it means that it will be clear to see what has been done in each of the commits.

Below is what we will start, stop and continue to do in the next sprint:

|  |  |  |
| --- | --- | --- |
| STOP | START | CONTINUE |
| Doing big commits to Git Lab | Commenting on methods when we finish writing them, to make it clear what that method is for | Meeting on a regular basis. |
| Writing repeated code | Writing the acceptance test before them item is implemented | Working at a steady pace that progresses the project |
| Doing unnecessary commits to Git Lab | Using the same indentation for all code | Testing after each item has been completed |
|  | Only committing when we have completed a task or a sub-task. |  |
|  | Making smaller commits |  |