Group1 Sprint4 Burndown Chart

In the first week, Group 1 had only one meeting. As usual, Group1 read through the Sprint4 instruction together and list all possible work. Since there were several bugs and defects in the previous Sprint, Group1 spent 3-4 days to fix and improve them, and also thought about what the extra things could be created for the game. Comparing to the other weeks, Group1 didn't do much work for this Sprint.

In the second week, Gorup1 had 2 meetings. Two major difficulties for this Sprint were listed, which were scrolling transitioning between rooms and performing attacking effect with different items. Group1 did a lot of research for them and compared the origin NES game and own project. The transitioning function and HUD were finished in the middle of the second week. They pushed the progress faster than expected. Group1 checked the remaining works and reassigned them to each member.

In the third week, Group1 almost had a short meeting every day for members to update their assigned work progress to others. This week, the inventory (selecting items in the pause screen) was finished and the map and compass functions were added. For making the game close to the origin NES game, shooting arrows and boomerang function was added. In the middle of the third week, the major goals were finished. Group1 spent the rest of the week to debug and improve the code quality.