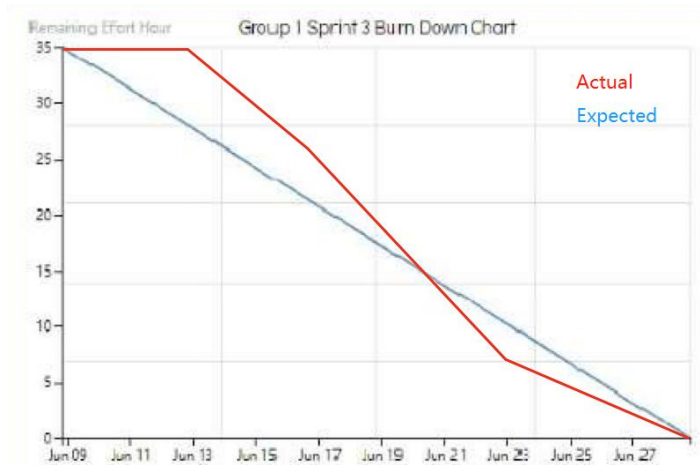Group1-Sprint3 Reflection

In the first week, Group 1 had about 2 meetings to read through sprint instruction together and

list out all the possible work and assign them to each group members. The main focus of the first week

is start working on Collision. Group 1 did insufficient work for the starting week compare to later weeks.

In the second week. Group 1 had about 3 meetings to start working on the XML loader and room switching part.

A lot of reasearch and debug process are finished by members to work on the XML loader. Group 1 did a good job in

this week but did not expect how much work is left for the final week.

In the third week, Group 1 had about 4 meetinngs to corporate different part of the game together and make the game

working. Also, at the end of the week, grade of sprint 2 is released so Group 1 did a huge amount of work for adding

missed elements of sprint 2. After finishing most of the work, Group 1 started early for the next sprint(HUDs and Sounds)