Sprint 5 Reflection – The Discord Moderators

This sprint went pretty good. We were able to polish a lot of features from previous sprints that needed love as well as add a good bit of new functionality. We added a second dungeon, multiplayer, an ghost that follows you around and shoots fireballs after you kill the old man, achievements (which are saved/loaded to a file along with the user’s current max unlocked level), and a menu system. There is more detailed info on these features in our README. We will be fixing up a couple things/possibly adding a few more features between now and the presentation on Tuesday as well, but we are done for the most part. We did start kind of late, as with the other sprints, but we got it done, and came out with a pretty good-looking game. We got a lot of refactoring done as well, a lot of code got cleaned up, probably the biggest thing that we did not get to though is removing all magic numbers because they are all over the place and we did not have time.

As a team, we worked well this sprint. We communicated well and helped each other out when necessary, and were able to balance our time with other classes pretty well. We stuck to the plan for the most part and used the project board a good bit. I feel that we all gained valuable teamwork and project management experience through this sprint and also got more experience coding on a large-scale project. Everyone did their parts faster and more independently than in earlier sprints, so we all definitely progressed skill-wise.

Other than that, there is not much else to talk about for this sprint. We obviously have no more sprints to worry about, but this sprint and overall project was good preparation for real-world applications.