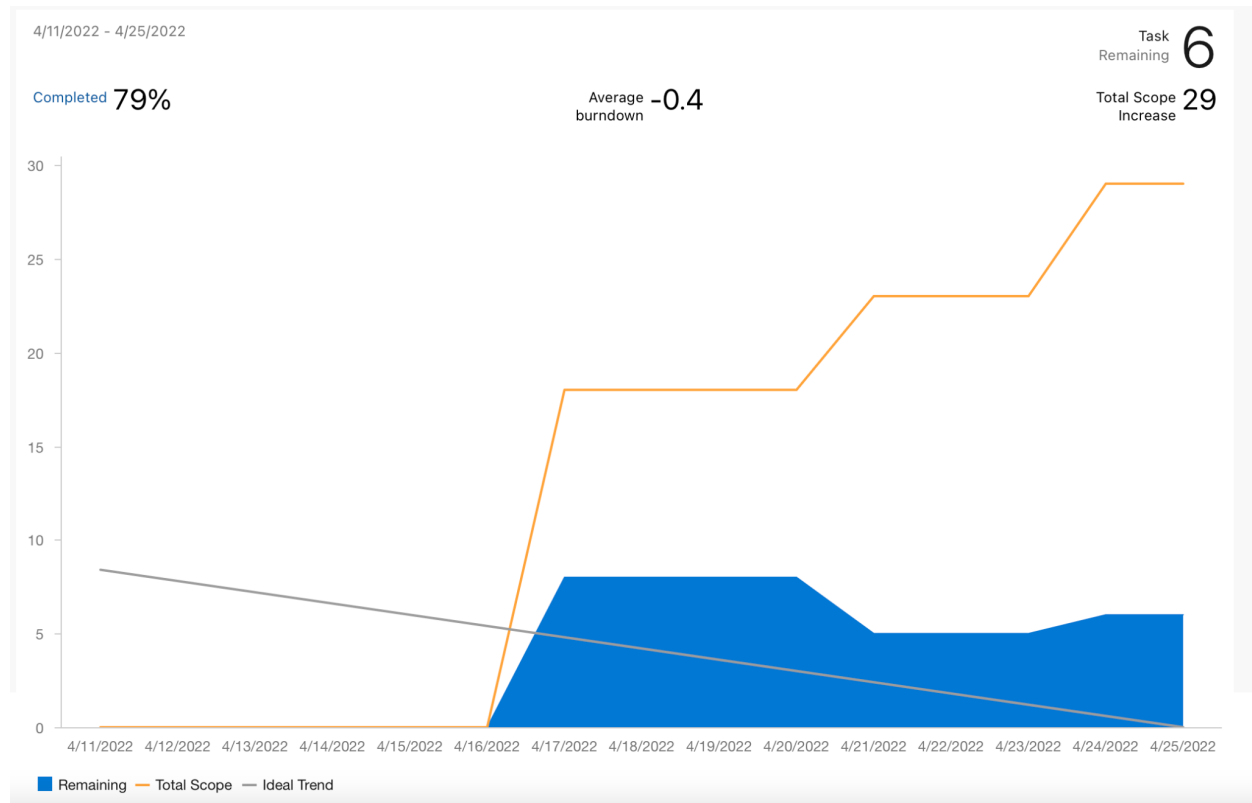


Our team, Alpha-Won, for Sprint 5 decided to split up the work into parts from the sprint 5 instructions. Ankit and Rama worked on fixing past bugs/problems with the code from previous sprints, and also implemented links location in the hud, and the player win and lose state. Kiren worked on a new feature which was creating an extra room to the dungeon with a final big boss. The player has to kill the dragon and the final boss in order to obtain the triforce and win the game. Anish worked on creating a randomized dungeon where the rooms are put in a different order as well as randomized enemies, and obstacles. Moh worked on the links location in the hud as well as additional features to the game. After parts of the sprint were completed, teammates joined other teammates in completing their parts. Two people were assigned to fixing problems and bugs from previous sprints since there were many small issues that were needed to fix from previous sprints. Two people were assigned to add additional features to the game since that was the main objective of the sprint. One person was assigned the hud, because it's relatively small compared to the big features of the sprint and to help others with their parts. The team found this division of work optimal as the separate functionalities didn't interfere with each other allowing for smooth pushing and pulling of code. The team also made sure to assist one another whenever problems arose so that they could be resolved immediately.

Using Azure Devops, we created a task board and created small objectives in the form of tasks to obtain the end goal of each person's functionality job for the sprint. When each task was at work, it was moved to the "doing" column to let the team know that the specific task was in progress. In addition, once each task was finished, it was moved to the "done" column to let the team know that the specific task was done for the sprint. Azure Devops kept the team and tasks organized, which made the sprint easier to know which tasks were finished or in progress. As shown on the azure devops account shared with you, the "to do" and "doing" columns are empty, because all the tasks were moved to the "done" column. Thus, the team completed all the tasks for sprint 5.



The team started early and cleaned up code from the previous sprint and started adding new features since that was the focus. During a work day in class, we assigned who would work on which part of the sprint. The team believes that Azure Devops was used very effectively as we used that as our main task board for what tasks needed to be completed. It is important to fully utilize a team manager such as AzureDevops to have a well functioning team and to accomplish one of the main goals of this course which is to emphasize communication and teamwork.

Overall, the team did very well during this sprint and was able to complete all functionality with minimal bugs and issues. The team had to do a lot of refactoring code and implementing new interfaces in order to get links location in the hud working. Also, the team had great communication when discussing issues and the team morale was fantastic. Everyone had motivation to get their work done and have the sprint completed.