**Sprint Review 5**

- Features implemented

    We added traps and their functionality, made checkpoints where players could respawn, including when they fall out of bounds, added moving platforms, and made a presentable level design.

- Issues fixed

    Fixed bugs with incorrect running direction, fixed the problem with finish line where a player was able to finish on the wrong side.

- Implementation review *(What went well in the implementation, what problems occurred, how problems were solved)*

    Implementation went relatively well. Some issues are still left to address. The help screen still needs to be filled with information. Also, when the game is paused, one of the progress bars still moves, which should not be happening.

- Changes made.

    Replaced all the mockup elements with pixel art design elements so the game looks pretty, added traps and their functionality, a lot of bug fixes, finalized animation for one of the characters, laid out game instructions in the help menu.

- Plans for next sprint

    After this class ends, we plan on working on this project more and implementing features such as:
    -Round Countdown timer
    -Additional stages/levels
    -Sabotage functionality via triggering traps for another player
    -Grapple mechanic
    -Power-up mechanic
    -Music and ability to adjust sound settings

- Scrum Review *(What went well in Scrum, what could be improved, and what changes will be made)*

    Scrum went well. We were able to fix a lot of small issues and make the UI and design look good, as well as implement new features. In the future we should focus on implementing the sabotage logic and continuing documenting scrums.