# Sprint Review i

* Features implemented

**Implemented player model along with very basic movement set up and a basic animation for idle and running.**

* Issues fixed

**N/A (first sprint)**

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

**The transfer of animations into Unity and setting up the basic movement went smoothly. However, connecting Unity and GitHub wasn’t as smooth because, instead of the files automatically updating in real time, we needed to copy the files from the project into the repository each time, but we still managed to get it to work.**

* Changes made.

**N/A (first sprint)**

* Plans for next sprint *(What will be done for the next sprint)*

**-Find a way to flip the animation to the opposite movement direction.**

**-Implement a jump functionality**

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

**Scrum went well. All members were able to contribute in some way. Plus, everyone was fully trusted to complete the task they said they were going to do. In the future, we should plan out what we want to get done for this sprint before we start implementing.**