**Sprint Review 3**

* Features implemented
  + - **Implemented two Progress Bar UI elements that track players’ locations and showcase how close they are to their respective “finish lines”.**
    - **Started working on wall jumping movement feature and its sub features like wall sliding.**
    - **Made a simple “obstacle course” design using rectangular and triangle shapes**
* Issues fixed
* **Built off the previous deliverable’s location tracking method to make it a fully working UI element**
* Implementation review

**The implementation went well with some story tasks and more challenging with others. The Progress bars are completed, and we don’t anticipate any changes except for possibly cosmetic ones. The wall jumping feature needs more work and bug fixing and is in a separate branch for now. The design level is simple for now, but we plan to add more intricate details in the future deliverables.**

* Changes made

**UI layout: added new UI elements and an early-stage level design. In-progress changes to the movement script and element layers as well.**

* Plans for next sprint

**- Implement wall jumping fully**

**- Implement a clearer level design**

**- Implement clear end points for both players**

**- Implement traps**

**- Implement help screen**

**- Implement a pause button**

* Scrum review

**The scrum went fairly well, although next time we should start working on tasks earlier. We collaborated well while making the deliverable documents, but we could use some more collaboration for the software implementation part of the project.**