# Sprint Review 4

* Features implemented

**Added help screen and pause menu, wall jumping/sliding functionality, finish line for both players and a win pop up, and a simple level design with obstacles and more complex platform placement.**

* Issues fixed

**Fixed bugs in the previous implementation of wall jumping.**

* 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.

**Added new scripts and assets for the finish lines and the help/pause screens.**

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

**-Finalize design of pause menu**

**-Fill out help screen information**

**-Implement Round Countdown timer**

**-Implement additional stages/levels**

**-Implement sabotage functionality via triggering traps for another player**

**-Implement ability to overcome traps**

**-Grapple mechanic**

**-Power-up mechanic**

**-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 implement a good number of our user stories in this sprint. However, we should try to start the documentation for the deliverables earlier.**