

## **Sprint 4 Review Meeting**

### **What was accomplished in this Sprint and how did it add value?**

This sprint we mainly worked on improving the web interface. We worked on making the design more accessible and engaging for younger users and added in features such as automatically numbered line in the code text block. We also added an API section with detailed descriptions of the syntax of our language. We additionally added in the ability to create custom polygons based on vertex points.

### **What (if anything) has changed in your environment?**

Our environment hasn't drastically changed, although we have spent more time working in front-end web development environments since much of this sprint was spent building the web interface rather than the underlying language. We also shifted to spending more time working remotely during this sprint due to AP exams that all of us had, which ran into the weekend. This accounted for the time we spent studying for exams as well as the time we may have been away from school.

### **What (if any) adjustments did you make to your product backlog based on the results of this Sprint?**

Our product generally feels complete in terms of usability and functionality, so we made some changes to our product backlog to polish the website and diversify the language's feature set. We pushed the task of warping back to Sprint 5, because the concept of warping is rather arbitrary, and we thought it made more sense to spend more time on deciding how this feature should work. Other than, the other items on the product backlog have remained the same going forwards.