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| **Sprint number: 1** |
| **Date: 21/01/2022** |
| **Scrum Master: Remus** |
| **Tasks set for the Sprint (Sprint Backlog):**  The items chosen from the Product Backlog (i.e., your group requirements) that will be produced in this specific Sprint. The Sprint output(s) should have working functionality  <Task 1> Character, weapon, enemy, background designs (Huda)  <Task 2> Make the environment (Remus)  <Task 3> Character movement script (Neven/Oliver)  <Task 4> Fighting mechanics (Neven/Oliver) |
| **Sprint Review - Report on what has been done and how: 28/01/22**  The sprint review was held on <28/01/22> and attended by <Huda, Neven, Oliver and Remus>.  Before approving or rejecting the Sprint backlog items as noted above, key outputs and decisions from the review were:  All the team members were present and aware of their tasks.  Huda created sprite sheets for the walking area and for the background.  Oliver and Neven implemented scripts for the movement and shooting for the character.  We created a new project in Unity for the game.  We took the decision to work together on Unity Teams.  Extra research on YouTube was done to build the level design. |

**SPRINT REPORT**