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| **Sprint number: 2** |
| **Date: 04/02/2022** |
| **Scrum Master: Huda** |
| **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> Inventory script (Neven/Oliver)  <Task 2> Health system (Neven/Oliver)  <Task 3> UI design (Remus)  <Task 4> Polishing assets (Huda)  <Task 5> Textures (Remus/Huda) |
| **Sprint Review - Report on what has been done and how: 11/02/22**  The sprint review was held on <11/02/22> 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:  Decision that had to be made was the UI design as some of the items needed to make this were missing therefore this will be pushed as the main objective for the next sprint report.  All the assets and textures were made and have been reviewed by the developers and the level designer to be inputted onto the scene.  The scripts were made but needed few debugging for a smoother mechanic, which will be reviewed again for the next sprint report.  The sprint backlog has been approved. |

**SPRINT REPORT**