|  |
| --- |
| **Sprint number: 3** |
| **Date: 18/02/2022** |
| **Scrum Master: Neven** |
| **Tasks set for the Sprint (Sprint Backlog):**  <Task 1> Sprites (Huda)  <Task 2> The Riddler AI script and mechanics (Neven/Oliver)  <Task 3> Finalising UI (Remus)  <Task 4> Polishing Textures (Remus/Huda) |
| **Sprint Review - Report on what has been done and how: 25/02/22**  The sprint review was held on 25/02/22 and attended by all members.  Before approving or rejecting the Sprint backlog items as noted above, key outputs and decisions from the review were:  The discussion held by the group during this time was about how the final boss fight would be carried out within the game, and the different ideas each person came up with on this matter after reviewing all members ideas it was decided that for the final fight the player would bounce forward and back with the enemy answering different questions and once, he gets a correct answer 3 times he wins the game.  The sprint backlog has been approved. |

**SPRINT REPORT**