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| **Sprint number: 4** |
| **Date: 04/03/2022** |
| **Scrum Master: Oliver** |
| **Tasks set for the Sprint (Sprint Backlog):**  <Task 1> Finalising level design (Remus)  <Task 2> Making arcade cabinet (Remus)  <Task 3> Debug all script and mechanics (Neven/Oliver)  <Task 4> Test and optimise (Neven/Oliver) |
| **Sprint Review - Report on what has been done and how: 11/03/22**  The sprint review was held on <11/03/22> and attended by <Huda, Neven, Remus and Oliver>.  Before approving or rejecting the Sprint backlog items as noted above, key outputs and decisions from the review were:  A few things that have been changed were optimism the UI and scripts removing UI elements while the script is working.  It was also concluded as a group to remove the arcade cabinet from the game as it took to much attention away from the game and in turn decreased the pixelated outlook of the game.  New levels were added.  Few minor changes were made to optimize the performance of the game.  The sprint report has been approved. |

**SPRINT REPORT**