

Main problems encountered:

Architecture Rework

We had to rewrite our architecture as we ran into limitations with the old implementation where we were not able to create the game the way we wanted. In order to do so we had to invest a lot of time on tasks that were not anticipated during the sprint planning.

Backlog Failure

During our sprint planning we added certain tasks of low priority. During the week we realised we could not find time to complete these tasks in favor of our higher priority tasks. Therefor we decided to return these tasks to the backlog.

Adjustments:

We should reevaluate whether to put certain tasks of low priority on the sprint planning. This week we chose not to complete certain tasks of low priority in favor of those that were necessary. In the future we should simply remove such tasks from the sprint planning in the first place.