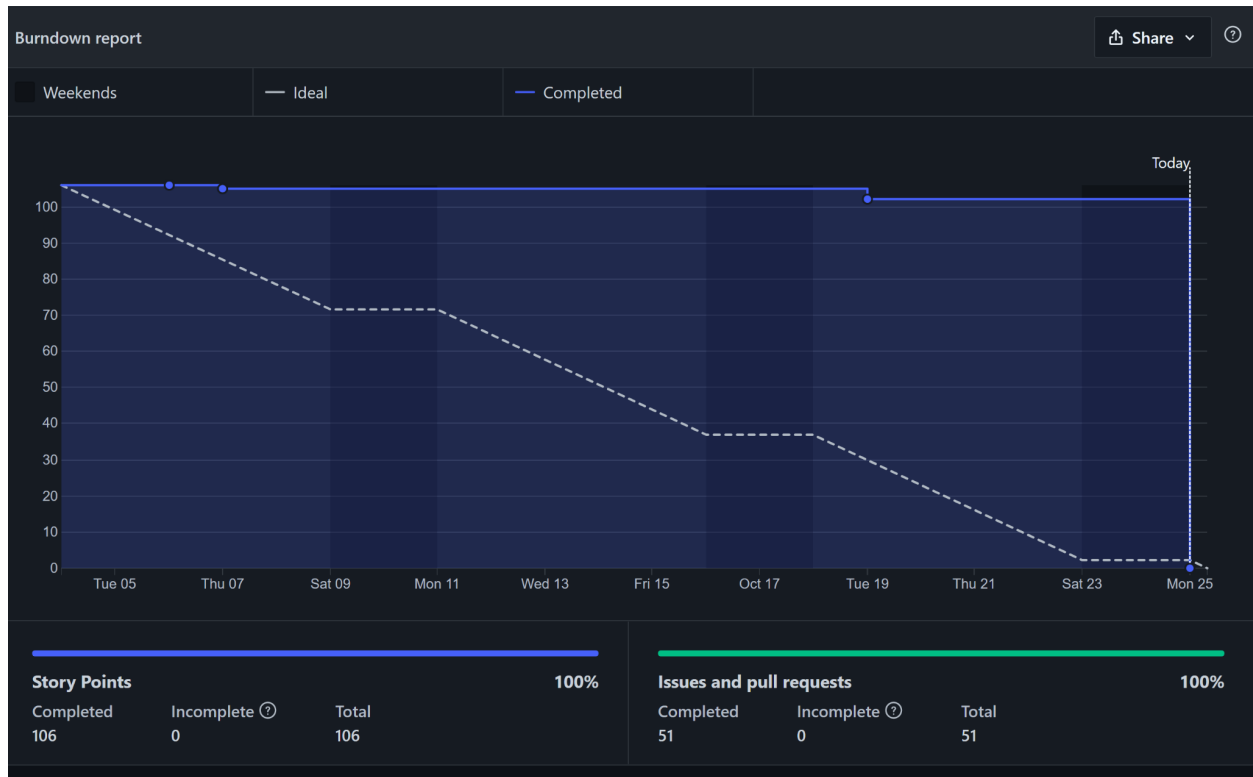


## Sprint 3 Reflection

Burndown chart:



Overall, the team was able to complete a majority of Sprint 3. There are a few bugs in our implementation, but we got the majority of collision handling and room loading finished and working well. We also added code reviews that were missing in our previous sprint. We met outside of class in person in this sprint to brainstorm ideas on features to include, specifically the room and background class.

One thing we could have improved upon was getting more work done earlier in the sprint. As shown by our burndown chart, we finished most of our tasks near the end of the sprint, leaving us with less time to fix small bugs that popped up. Getting more tasks done earlier in the sprint would help us make our game run smoother with less bugs.

One thing we did well during this sprint was having thorough task-tracking and documentation with ZenHub. At the start of the sprint, we used an online task-tracking board to document all the tasks we needed to complete and how we wanted to divide those tasks. Then we converted all the tasks into GitHub issues. This helped us stay organized throughout the project.

In future sprints, we need to change the way to switch between different rooms because currently we can only cycle through the ordered room list via mouse control. The method of changing rooms can be also improved with transition animations.