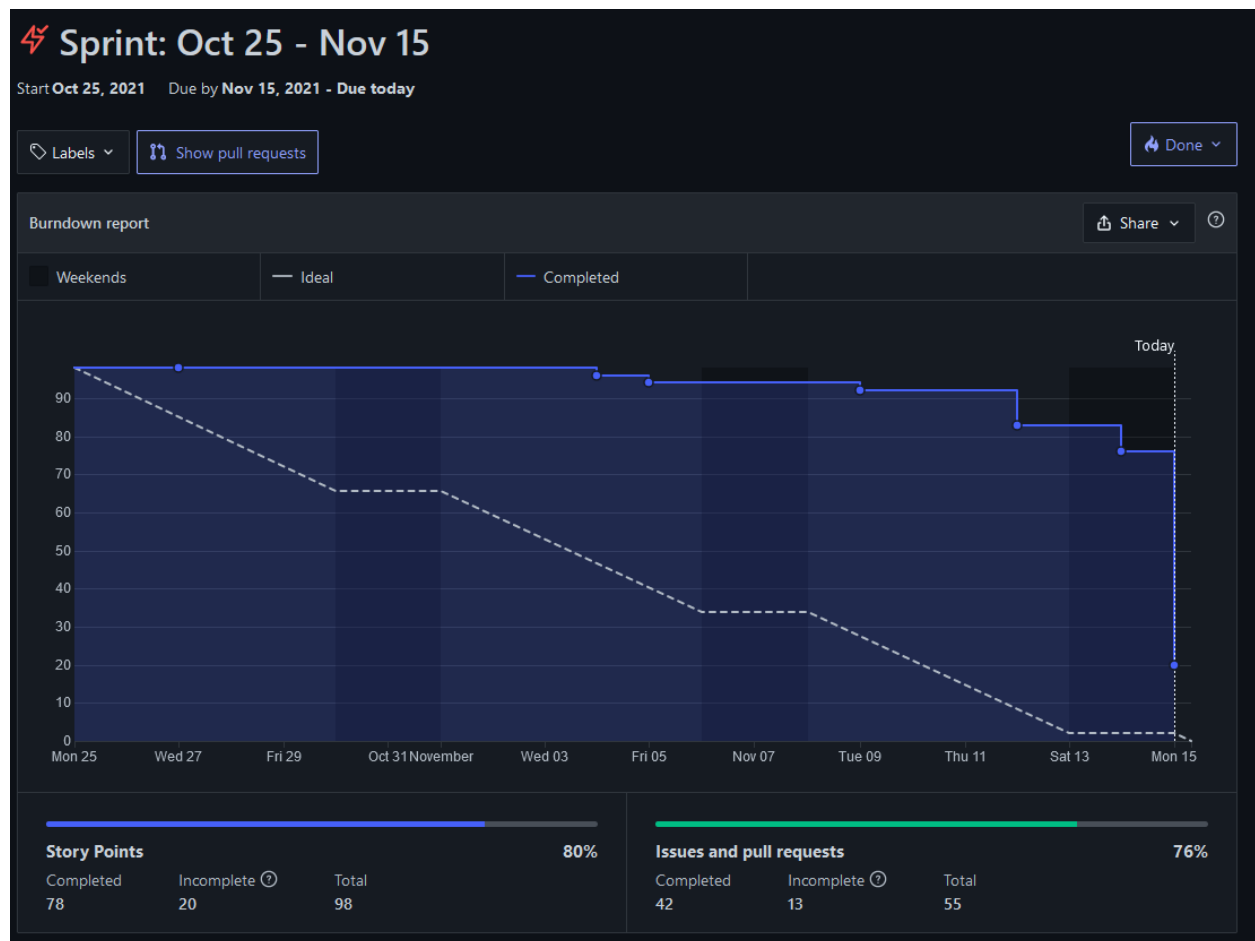


Sprint 4 reflection

Burndown chart



Overall the group completed most of the major features of this sprint. Some of the states could not be completed in time such as Link dying and when Link touches the Tri-Force to show the winning game screen. Certain features had bugs such as our sound implementation as it looped music when transitioning room states. We had met the same amount of time as last time in our previous sprint.

When discussing towards the end of Sprint most of our group had a lot of work from other classes that were due around the time of this Sprint that had led to not the many features being implemented. Most of our tasks by the burndown chart were finished during the last weekend.

We did not document our tasks being completed as we had stated in the last sprint which we should follow in the next sprint.

In Sprint 4, the problem of Game1.cs that the class is too long and too many dependencies has been solved by adding GameStateMachine and separating the game status into different states.

In addition, the magic number problem in some files has been solved, but there are still a lot of magic numbers that should be removed in the future, especially in the classes of sprites.