**Sprint 2**

Scrum Master: Maddie

Product Owner: Sangey

**Planning**

Create our sprint backlog, break the user stories into tasks, and delegate new user story point. We have a week to complete it (5 sprint days including 1 day on the weekend). We would like to have the core game mechanics finished at the end of this sprint => goals. We changed some of the Game logic because we think we should implement some features at a later phase.