Sprint 4 Report
Rage Quit
The Fumbling Five
12/06/2020

- **Actions to stop doing:**
  - Our team is satisfied with the current process.
- **Actions to start doing:**
  - Our team is satisfied with the current process.
- **Actions to keep doing:**
  - Keep Unity scenes separate until the task is complete, then a person will do the merge with the main scene.
  - Keep the team updated on work we get done once it's finished and update it on the scrum board/burnup chart as well.
  - Agree on the same meeting time.

- **Work completed/not completed:**
  - Completed
    - Options Menu
    - End Screen (Try again)
    - Lighting for interior
    - More breakable objects (paintings, glass cups, car (audi), doors, foot table, kitchen lights)
    - Player Mallet Animation
    - First person Camera Fixes (Remove smoothing, stop clipping issue)
    - Tutorial UI popup
    - Leaderboard
    - Skybox

  - Not completed
    - Breakable game console

- **Work completion rate:**
  - Sprint 4 User stories:
    - Completed: As a player, I want to control the volume and set it to full screen in the options menu
    - Completed: As a player, I want an end screen where I can try again and see the leaderboard
    - Completed: As a player, I want to feel powerful wielding a mallet.