

This week, my main contribution towards the project was to work on the jump between different screens when answered a question. Our idea was when the player loses all lives, they will get a one more change to keep player by answering a question. If the answer is wrong, they will lose the game and try again. It was a bit difficult since the player could lose the whole game if answering wrong only one time. But I got help from my team mates so that the game now has a real game loop with a start and an end.

Otherwise, the sprint was focused to touching up the code and the graphics which was good. I feel like we are really reaching the end of this course and project so right now I don't plan on doing anything new. The agile workflow has really been working during this whole time and it was fun, but at this point I don't feel like there is enough time to change anything that has already been implemented.

This next sprint will mainly focus on the final report and our pitching video.