

This week, my main contribution towards the project was to add the life functionality to the game, so that when you catch the wrong fish you lose a life. I asked the group for tips and guidance so that I could accomplish this goal. Still, it needs to be linked with the questions, so that when you lose your last life you get a last chance. This will be done in the next sprint since the quiz was done at the end of this sprint.

As I wrote last reflection, my goal this week was to get more involved with team reflection. I feel like I did, since I had something to add to the progress in the project this week but also I was more involved in what priorities we need to have for our next sprint. There isn't a lot of time left of the course so now we need to pick out what stories are the most valuable for the project to get to the minimum viable product.

Next sprint I will continue to put together the game loop of our project but also do some touch ups both in the code, but also in the GUI so that it looks nice for the next last sprints to come