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| **Sprint: 1** |
| **Dates: 01/02/19** |
| **Scrum Master:** |
| **Tasks set for the Sprint (Sprint Backlog):**  ~~1. User should be able to start and finish the game~~  ~~2. User should be able to interact with the game using a keyboard or controller~~  3. User must be able to collect items  4. The user can pause the game  5. Inventory system  6. Simple UI system  7. Multiple levels  ~~8. Sound design~~  ~~9. Game quality and good performance at 60fps~~  10. Promote the given product  ~~11. Control menu or instructions~~  ~~12. Mobile supported~~  13. Lives system  14. Beneficial representation of the product |
| **Sprint Review - Report on what has been done and how:**  This is the beginning weeks of production, where we will be using our concept art to start building the scenes in unity. This includes character movement and sprite images to get a general sense of the scene. This has been achieved and the following developments will feature more in depth mechanics and start designing realistic levels. |

**SPRINT REPORT**