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| **Sprint:2** |
| **Dates: 1/02/19- 15/2/19** |
| **Scrum Master: Jamie** |
| **Tasks set for the Sprint (Sprint Backlog):**  Jonathan- basic level design layout for testing purposes  Yamil- gathered audio and created a basic level to test out sound effect  Harvin- working on power up scripts  Tom- Working on 2D assets for characters  Jamie- game over screen and tutorial screens |
| **Sprint Review - Report on what has been done and how:**  This week we are looking at a beta version of the game. This includes basic level design with assets and placeholder screens. This was achieved through the artists sending over the assets to the designers to implement into the game |

**SPRINT REPORT**