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| **Sprint:4** |
| **Dates: 1/03/19- 15/3/19** |
| **Scrum Master: Thomas** |
| **Tasks set for the Sprint (Sprint Backlog):**  Jonathan- Working on cave level 2 and presentation  Yamil- working on tutorial level and user interface  Harvin- working on power up scripts  Tom- Working on 2D assets for enemies  Jamie- game over screen and presentation |
| **Sprint Review - Report on what has been done and how:**  This is the final week of development, where we are finalising and polishing the game. The player is now complete with power ups and the drink has been promoted through user interface. The final pieces of level design are being worked on to ensure the gameplay is linear. |

**SPRINT REPORT**