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| **Sprint: 3** |
| **Dates:15/02/19 – 01/03/19** |
| **Scrum Master: Jacob** |
| **Tasks set for the Sprint (Sprint Backlog):**  Dominic – Create/Finish AI asset – Squirrel/Animal, and create another bike, and bike rack model  Sharna – Restroom/Other park facilities – More level Design  Aaron – Bug Fixing. Working on the Inventory – to show the player how many posters collected – Particle Design – Weather  Jacob – Bug Fixing, optimize getting off bike- Particle Design – Weather |
| **Sprint Review - Report on what has been done and how:**  Both Dominic and Sharna have made even further progress on the creation of new assets for the game, to help fill the previous empty environment. Meanwhile Aaron has finished creating the inventory to show how many posters have been collected and has now moved onto implementing weather using the particle system. Finally I have been further working on bug fixing, such as fixing a bug caused when dismounting the bike. |

**SPRINT REPORT**