

For Sprint 5, our group decided that it would be best if each person in the group implemented a new feature individually. The breakdown of what everyone added is below:

AJ – Random level generation, map item, and code cleanup.

Xander – Enemies dropping items, sound, and code cleanup.

Nathan – Dungeon aesthetics, traps, and dark level.

Erik – Enemy pathfinding.

Adam – Player dash ability.

Mai – Maze dungeon room.

Having the ability for each person to work on what they wanted to allow everyone to play to their strengths. Because of this, the team had a successful sprint. Even though everyone implemented their feature, the team still collaborated to debug other group members' code and to discuss comments and feedback on each other's pull requests. Overall, this was an effective last sprint to clean up the project and add interesting features to our game.