

# ***Sprint Report 1***

***Sprint Duration:*** 2 weeks (16.10 – 27.10)

## ***Sprint Goals:***

- Fix the final idea of the game and start the setup
- GitHub Repository
- Azure
- Clone Project on every team member's computer
- Create the Unity Project

In this first sprint, we just clarified our vision, set up the technical requirements, made a plan, setting up the communication method and our way of work and optimizing time management.