**SPRINT 2 BackLog**

1) Sprint Retrospective Meeting with Current Scrum Master

The **sprint retrospective** is a **meeting** facilitated by the ScrumMaster at which the team discusses the just-concluded **sprint** and determines what could be changed that might make the next **sprint** more productive

2) Appoint new Scrum Master

**3) BACKLOG**

* Develop the game mechanics defined below:
  + Opening Screen with Play button
  + Player Movement
  + End state taking back to Opening Screen
* Develop a Playtesting Evaluation to be used during playtesting. MORE TO COME ON THIS.
* Place executable version of game on cloud repository (i.e. Source Tree/BitBucket or Github) - provided by Anita. MORE TO COME ON THIS.

4) Update your Information Radiator during Daily Stand-ups (beginning of each class)

5) Your game must be ready for playtesting during last class of the Sprint. The other group will playtest the game - together during the class period and submit a group Playtesting Evaluation Form.

6) Every member of other group will playtest the game, independently, after class, ad submit their own Playtestig Evaluation by Sunday, 11:30pm