

## Sprint 4 Report - May 30h 2016

*Game: Space Invaders*

*Team Name: ScrumInvaders*

### Actions to Keep Doing:

- Polish game

### Obstacles:

- Physical Meetings
- Communication
- Fixing Lag

### What Can Be Done Better

- Communication
  - Faster response in messages
  - Keeping up with the details and updates of the project
- Time Management
- Team Dynamic

### Technical Plans for Next Sprint:

- None

### Work Incompleted:

- None

### Work Completed:

- Programming: (Everyone)
  - Multiplayer
  - Polish lobby
  - Score handling in server
  - Multiple game states
  - Lobby chat room
- Sound: (Jessica Lim)
  - Polish background music
  - New game theme
  - Lobby music
- Documentation: (Everyone )
  - Sprint 4 Report
  - Final 4 Powerpoint
  - Design Document