*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