Checklist for Scrum Master

## Scrum Master: John Nguyen

1. Sprint backlog selected based on Product owner’s thinking?

* Yes.

1. Is the sprint backlog a manageable/feasible size (in terms of efforts)?

* For the most part, yes. Most of what we wanted to get done was complete except for the melee combat.

1. Anything from this meeting or team interaction, creates a question for the customer? If Yes, ask the team leader to schedule a meeting with the customer.

* No.

1. Are the goals and the owners of the task clear?

* Yes.

1. Here are some characteristics of good team ethics and dynamics.

* Communication - The team is doing a good job keeping contact as we are unable to meet in person. This has not been an issue in terms of keeping tabs on people.

1. Remind the team what is the next step from here.

* Begin level construction and tie up any loose ends from this sprint.

1. Conduct a brief mid-sprint check up to re-review acceptance criteria

* Acceptance criteria have been partially met. Sprites are complete, sound and combat still need work. However, a few sound effects have been made. Damage mechanics for the player and Game Overs are functional.