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| **Sprint number: 4** |
| **Dates: 25/02/22** |
| **Scrum Master: Marco Dos Santos** |
| **Tasks set for the Sprint (Sprint Backlog):**  **Task 1. Continue working on individual elements for the game:**   * **Marco:** Finish wave spawner * **Chloe:** Source all sound effects for the game and implement them * **Khalid:** Finalise the main menu (animation, sounds, options and links to scenes) * **Louis:** Create enemy prefabs with the necessary scripts   **Task 2. Start creating new aspects for the game:**   * **Marco:** Test game for bugs * **Chloe:** Creating the maps for the levels * **Khalid:** Finish UI elements * **Louis:** Test game for bugs |
| **Sprint Review - Report on what has been done and how:**  The sprint review was held on 11/03/2022 and attended by Chloe, Marco, Louis, Khalid.  Each member attempted all tasks and finished most of them, however, sourcing and implementing the sounds will be carried over to the following weeks due to the quantity of sounds required.  At this point the game has modular mechanics which makes it easy to setup other levels as long as there are no errors which is why two members, Louis and Marco, tested the game for errors before starting to setup all the levels. |

**SPRINT REPORT**