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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:** * **Louis:**   **Task 2. Start creating new aspects for the game:**   * **Marco:** * **Chloe:** * **Khalid:** * **Louis:** |
| **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. |

**SPRINT REPORT**