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| **Sprint number: 1** |
| **Dates: 21/01/2022-28/01/2022** |
| **Scrum Master: Khalid Heath** |
| **Tasks set for the Sprint (Sprint Backlog):**  **Task 1. Continue working on individual elements for the game:**   * **Marco:** 3D Models for the turrets will be developed * **Chloe:** Begin developing the final versions of the enemy 2D sprites * **Khalid**: Creating the maps for the levels * **Louis:** Tower placement script |
| **Sprint Review - Report on what has been done and how:**  Sprint Review was carried out on the 28th of January with all in attendance  Louis completed the turret and wave spawner scripts ahead of schedule  Khalid instead began work on the main menu for the game  Marco came up with prototypes for the turrets  Chloe made progress on high fidelity sprites for the enemies |

**SPRINT REPORT**