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| **Sprint number: 2** |
| **Dates: 28/01/2022** |
| **Scrum Master: Chloe Pengelly** |
| **Tasks set for the Sprint (Sprint Backlog):**  Task 1. Continue working on individual elements for the game:   * Continue 3D models for the towers * Continue creating 2D sprites * Create UI elements (menu etc) * Continue unfinished scripts   Task 2. Start creating new aspects for the game:   * Start animations for towers * Start creating animations for sprites * Start creating level environments * Start creating new scripts |
| **Sprint Review - Report on what has been done and how:**  The sprint review was held on 11/02/2022 and attended by Chloe, Marco, Louis, Khalid.  Most tasks were followed and completed however it is possible that too many tasks were assigned as some tasks were not completed and instead will be carried over onto the following weeks. Task 1 was completed however ‘create UI elements’ was not completed. Task 2 will be the tasks carried over to the following sprint report as this will allow more time for them to be completed. |

**SPRINT REPORT**