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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:**   * **Marco:** Finalise wind turbine models and scripts * **Chloe:** Finish creating 2D enemy sprites * **Khalid:** Create UI elements * **Louis:** Script the enemy movements   **Task 2. Start creating new aspects for the game:**   * **Marco:** Finalise solar panel models and scripts * **Chloe:** Begin development of the enemy sprite animations * **Khalid:** Start creating level environments * **Louis:** Begin scripting a health system for enemies and the player |
| **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 and will be carried over the following weeks, additionally, the enemy movement was challenging to make in the desired way so a tool was downloaded from the unity asset store.  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**