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| **Sprint number: 3** |
| **Dates: 11/02/22** |
| **Scrum Master: Louis Green** |
| **Tasks set for the Sprint (Sprint Backlog):**  **Task 1. Continue working on individual elements for the game:**   * **Marco:** Finalise solar panels and scripting * **Chloe:** Improve enemy animations * **Khalid:** Code the UI to link scenes together * **Louis:** Script the in-game economy   **Task 2. Start creating new aspects for the game:**   * **Marco:** Begin developing the waves of enemies * **Chloe:** Start to source sound effects * **Khalid:** Design the visual aspect of the buttons for the UI * **Louis:** tower placement system fixes |
| **Sprint Review - Report on what has been done and how:**  The sprint review was held on 25/02/2022 and attended by Chloe, Marco, Louis, Khalid.  Each member of the group successfully completed their first task within the allocated time of two weeks. Many tasks required completion so others could begin. For example, it was important that the towers were modelled as they are a crucial element to the economy of the game. The second tasks were not completed by every member. The tower placement system required a lot of troubleshooting which caused it to take far longer than expected; as was the case with spawning in waves of enemies. |

**SPRINT REPORT**