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| **Sprint number:** 5 |
| **Dates:** 11/03/2022-25/03/2022 |
| **Scrum Master:** Khalid Heath |
| **Tasks set for the Sprint (Sprint Backlog):**   * Khalid will finish implementing the UI that was worked on into the game. Will additionally work on social media advertising * Marco will optimise tower and enemy stats * Louis will create the paths for each level/map and help in stat optimisation * Chloe will finish sourcing and implementing sound effects and music |
| **Sprint Review - Report on what has been done and how:**  Sprint Review was carried out on the 25th of March with all in attendance  Louis pathed multiple different levels to full functionality, giving us multiple playable levels for the release  Khalid implemented the final UI elements into the game (win and lose screens) and uploaded a number of posts to the Instagram profile  Marco optimized the towers and enemies, allowing for a fully fledged game experience which is neither too easy nor too hard  Chloe sourced the sound effects and music. Khalid helped with implementing the music into the main menu scene while Chloe implemented the rest of the sounds in the game scenes |

**SPRINT REPORT**