23.05.2022

* Discussing repo related issues.

24.05.2022

* Bugs noticed by Çilem.

25.05.2022

* Continuing looking for SFX and BGM by Pelin.
* Working on terrain and general game design by Çilem.

26.05.2022

* Game story texts written by Pelin.

27.05.2022

* Discussing game size related issues.

29.05.2022

* Game menu created by Berkay.

30.05.2022

* Game map updated by Çilem.

31.05.2022

* Game menu updated by Berkay.

01.06.2022

* SFX and BGM gathered by Pelin.

02.06.2022

* Discussing development errors in the project.

03.06.2022

* Discussing ways to further simplify the game story and mechanics.

04.06.2022

* Continuing developing the game.

05.06.2022

* Some final touches on the project and getting ready to export.
* Sprint review and retrospective notes gathered.
* Sprint #3 project management related documentation finalized by Pelin.