**Sprint 1 Retrospective (9/24)**

The following tasks were completed during this sprint:

All Members: Install Unity/Learn Github

Kasun/Joseph: Create a Room

Dani: Create UI

Dani/Jose: Research on UI

Tariq: Research on music/sfx

The following tasks were not completed and will be moved to the next sprint or a later one

Ernie: Implement a Gun - Moved to Future Sprint

Abel/Oscar: Come up with puzzle ideas - Moved to Sprint 2

**Lessons Learned**

Since this was the first sprint, we all learned how our meetings should take place. We learned how to start communicating with one another. We also figured out that we should stay focused on one part of the assignment at a time. We had Ernie working on the gun game object which would be used in a later level. We discovered that this was a task that should have waited until it was needed. Now it is placed on the product backlog. Also, we should help Abel & Oscar with coming up with some game ideas.

**Going Forward**

For the next sprint, we all have individual tasks that we will combine at the end to complete the first level. Our communication during this time will determine whether we will complete the level in time.

**Sprint 2 Retrospective (10/8)**

The following tasks were completed during this sprint:

Dani - Pause game when UI comes up, Make UI full screen

Ernie – Make screen output for UI

Kasun – Complete the first room

Joseph – make holes in the wall for UI interaction.

Abel – Create and animate a door + buttons

Tariq – Work on music/sfx for level

Jose – Create the Hello World hint for the room

Oscar – Robot Arms

All – Combine all elements of level for demo a.k.a. Complete Level 1. Come up with more game ideas.

**Lessons Learned**

We were able to accomplish a huge task be completing the first level. During the project presentation for the lab, we were able to showcase our game for the entire class, with great success. While we did meet our deadline, we realized that with the burdens of other classes and work that it might be difficult to complete a level during every sprint. We considered extending the sprint duration to 3 weeks but backed out of it. We are proud that we were able to complete every task during this sprint.

**Going Forward**

Since we have more time for sprints, it should be more manageable to complete tasks during the sprint. It was also decided to allow everyone to come up with game level concepts so that there are more ideas floating around. Hopefully this will allow us to come up with unique situations for the game player to go through.

**Sprint 3 Retrospective (10/22)**

The following tasks were completed during this sprint:

Dani - Make improvements on UI, Create new UI for 2nd level

Ernie – Work on terminal

Kasun – Work on corridor

Joseph – Scary objects for levels. Special Effects

Oscar – Basic Robot Arms Animations

Tariq – Continued work on music/sfx. Research on cut-scenes

Jose – Wall decorations for Level 2. Food Objects

All – Combine all elements for Level 2

The following tasks were not completed and will be moved to the next sprint or a later one

Ernie - Make text appear when interact with objects – Moved to Next Sprint

Abel – Make robot arms collide with objects – Moved to Next Sprint

**Lessons Learned**

We weren’t sure if we would be able to complete the 2nd Level during the sprint duration, but we actually accomplished this goal. This allowed us to show the entire class another demo for the progress made in the game so far. There were a couple of tasks that were not completed during the sprint, but they weren’t vital for Level 2. Ernie’s 2nd task of making text appear was pushed to the next sprint, since this is something that was not needed during this time. Abel’s task is proving rather difficult, so it might be shifted to others.

**Going Forward**

Since we were able to finish Level 2 during the 2 weeks, we feel confident that we can finish a level during each sprint. Our original goal at the beginning of the semester was to complete 4 levels during the Fall, so we believe this is still entirely possible. This would allow us to finish at 5 sprints before the Winter Break arrives.

**Sprint 4 Retrospective (11/5)**

The following tasks were completed during this sprint:

Dani – Create User Interface for Level 3

Ernie – Make text appear when interacting with objects

Kasun – Create room for Level 3

Joseph – Make robot arms collide with objects

Oscar – Create walking animations for Robot Arms

Tariq – Create Smoke that appears from Lava

Jose – Create Lava Texture

Abel – Work on Sound/Video for Level 3

All – Combine all elements for Level 3

**Lessons Learned**

We were able to once again complete all the tasks within the sprint which is a great achievement. We seem to be operating more efficiently as a team. This is due to the fact that each member is working on similar assignments for each sprint. For instance, Dani is always dealing with the User Interface tasks, Oscar is dealing with the Robot Arms, Kasun is dealing with the rooms, etc. We also achieved a milestone by reaching 2500 lines of code, which is another great accomplishment.

**Going Forward**

We will attempt to complete another level during the next sprint. We will try to give members tasks that they are not use to, in an attempt to get everyone involved with all aspects of the project.

**Sprint 5 Retrospective (11/19)**

The following tasks were completed during this sprint:

Dani – Create User Interface for Level 4

Ernie – Create Countdown GUI

Kasun – Create 2nd Corridor

Joseph – Update Scripts for Movement

Oscar – Robot Arm Animations – Jack In

Tariq – Create Poison Effect, Dice Block + Animations

Jose – Create Intro GUI

Abel – Work on Sound/Video for Level 4

All – Combine all elements for Level 4

**Lessons Learned**

We completed all of our tasks on time and we even had time to complete some tasks not related to Level 4. Kasun was able to create a new a new corridor that will be a transition from Level 4 to Level 5. Jose started work on an Intro GUI to give insight to the player whenever a level starts. This was a new type of assignment for Jose which is something we wanted to do during this sprint. Hopefully during future sprints we can get other team members to work on tasks that they aren’t used to.

**Going Forward**

With this being our last sprint for the semester, we will look to fix minor bugs over the winter break. We will also attempt to finish the transition level (using the 2nd corridor) and possibly create Level 5 before the Spring semester starts. A lot of work was completed during this semester and hopefully we can have a finished product ready by the end of Spring.