**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

Oscar: Find customer for the game

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: 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 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:

Danny - 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. Allow the UI to come up when near the holes.

Abel – Create and animate a door

Tariq – Create and animation a push button. Work on music/sfx for level

Pech – Create the Hello World hint for the room

All – Combine all elements of level for demo a.k.a. Complete Level 1

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

Oscar – Create animations for robot arms – Moved to Future Sprint

Abel – Come up with more game ideas. – Given to all members

**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. Because of this, we decided to extend the spring duration to 3 weeks instead of 2. We also decided to move Oscar’s task to a future sprint since the animations for the robot arms are not a priority.

**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.