Sprint 3 Progress Review:

Achieved Goals:

Basic University Map:

He successfully created a basic map for the university, laying the foundation for the game environment.

1-to-1 Replica:

Utilizing the university map as a reference, they're striving to create a 1-to-1 replica within the game, aiming for accuracy and immersion.

UI Development:

He initiated the development of the user interface (UI) for the game text, focusing on enhancing the player's experience.

Planned Goals for Sprint 4:

UI Functionality:

Ensure the UI functions smoothly, providing intuitive navigation and interaction for players.

Background Loop Music:

Integrate background loop music into the game to enhance the atmosphere and immerse players further in the experience.

Flexibility for New Ideas:

Remain open to incorporating any additional ideas or features that arise during Sprint 4, fostering creativity and adaptability.

Functional Game:

Ensure the game functions as intended, meeting the specified requirements, and delivering an enjoyable gameplay experience.

Overall Assessment:

The progress made during Sprint 3 lays a solid foundation for the project, with significant milestones achieved in map creation and UI development. Moving forward into Sprint 4, the focus will be on refining the UI, adding audio elements, and ensuring the game's functionality aligns with project goals. The team's dedication and attention to detail are evident, promising a successful continuation of the project.