Sprint 2 Report

1. **Proposed tasks vs Completed Tasks:**

   - **Proposed:**

     1.1. NPC Combat Engagement

     1.2. NPC Route defining from the unity editor

     1.3. Game save option

     1.4. Create second level

   - **Completed**

     1.1. NPC Combat Engagement

     1.2. NPC Route defining from the unity editor

     1.3. Game save option

2. **Unrealized Tasks**

   - Create second level

3. **Difficulties Encountered**

   - Encountered problems with finding feasible solutions to the tasks
   - Lack of inspiration and not commiting to one idea led to the second level not being created

4. **Collaboration and Team Performance**

   - **Overall Teamwork:** Excellent collaboration, the rest of the team understood the problems that Petrisor and Virgil encountered while brainstorming and tried to help them to the best they could

- **Nichita's contribution:** Nichita was the one who found the solution to the NPCs problems and was the main contributor to those tasks

5. **Conclusion**

In summary, the team played a crucial role in completing this sprint and the uncompleted tasks will be completed next sprint.

Retrospective Outcome

1. **Reflection on Sprint Achievements**
   Successful implementation of NPCs behavior and game saving option. These accomplishments will play a crucial role in defining the flow of the game.
2. **Addressing unrealized tasks**:
   Creating the second level proved to be more challenging, it will be prioritized next sprint.
3. **Learning from Difficulties:**
   The challenges faced with the creative process, made us understand what that even though it is something creative, there has to be a logic and some plans for it
4. **Enhancing Collaboration and Problem-Solving:**
   This sprint the team proved again the teamwork is effective and it communicates. Next sprint we hope to continue this relationship.
5. **Individual Contributions and Growth:**
   We recognize the individual effort put by each member of the team that had his tasks done in this sprint, particularly Nichita's contribution on making the NPCs have interactions with the player
6. **Actionable Steps for Improvement:**
   - Implement plans and try to plan everything you do, so that the problems with the creative process from this sprint wont happen again
7. **Conclusion and Forward Planning:**
We will carry the lessons learned into the next sprint and be open to learning more things and improving overall

Review Session

Overview

Achievements

- **Successfully Completed Tasks:**
1. NPC Combat Engagement: Integration of combat engagement of the NPCs is an important aspect in defining the flow of the game, by forcing the player to either fight or run away from the NPCs.
2. NPCs Route defining from the unity editor: Important step in easily defining more NPCs and adding more complexity to the whole game
3. Game save option: For data persistence, this was an important task which will allow the user to continue its game after a break, whenever he wants

Challenges

- **Creative process:** Encountered difficulties in planning and progressing in the creative process of creating the second level

Team Performance

- **Overall Collaboration:** The team demonstrated excellent collaboration, marked by strong communication and effective problem-solving skills.
- **Individual Contributions:**
  - **Nichita:** Played a pivotal role in defining the NPC oriented tasks and helped continue everyone to overcome obstacles.

Retrospective Analysis

Reflections

- **Sprint Achievements:** The team successfully overcame difficulties and defined key aspect for the game development
- **Learning from Challenges:** The difficulties faced provided valuable learning experiences, emphasizing the importance of planning every step of the task

Improvement Strategies

- **Regular Check-Ins:** Implementing regular check-ins will help monitor progress on complex tasks, ensuring timely completion and quality

- **Task Planning:** Better planning and division of the task in steps to ensure progression

Conclusion and Forward Planning

- **Addressing Unrealized Tasks:** In the next sprint, focus will be on creating the second level and defining a flow to the game, ensuring timely completion and quality.
- **Carrying Lessons Forward:** The experiences from this sprint will inform future strategies, with a focus on maintaining the quality of work and aligning with the project's long-term vision
- **Setting Clear Objectives:** The next sprint will have clear, achievable objectives, building on the successesses

Overall, Sprint 2 was marked by significant achievements and learning experiences. The team's ability to overcome challenges and maintain a high level of collaboration sets a positive tone for future sprints