

Sprint Period:

22.01.2024 - 29.01.2024

Team Overview:

- Radu (Lead Android Developer)
- Eduard (Android Developer) - has only done reviews
- Cosmin (Android Developer) - has only done reviews

Planned backlog items:

- sprites cleanup
- refactor code and fix small bugs

Implemented backlog items:

- sprites cleanup

Implemented user stories:

- saving games in a user accessible folder, for easy files backup, copy-pasting and modifications
- with any joystick, the user can't use movement keys in game but can use them only for navigation
- a quality of life update of the system sprites, which ranges from rearranging their positions to reworking them completely

Items added after start:

- none

items removed before end:

- none

backlog Items pushed to future sprint:

- none

## **User stories covered in this sprint and their acceptance criteria:**

Reworked system sprites:

- As an user, I want the sprites in the game to be enhanced so that my experience is visually captivating and immersive.
- Acceptance criteria:
  - sprite modification:  
**Given** the user has opened the "Systems" page  
**When** the sprites are loaded  
**Then** the user should see noticeable enhancements

## **Sprint review:**

In this sprint, Radu spent time improving sprites, fixing small issues and refactoring code, while Eduard and Cosmin reviewed his code and his artwork. We concluded that in the near future (outside of this course project), we should implement the dropped

UI/UX info screens feature and try to be more realistic with our plans, given our busy schedules.

### **Sprint retrospective:**

What went well:

- Radu was really productive working alone, given that he is the most familiar with this project.
- Fixed most important bugs.

What went not so well:

- Radu complains of burnout.

Improvements:

- In future sprints (outside of this course project) we will be more kind to ourselves (especially Radu) with our time estimates.