Sprint 1

**Sprint Backlog**

* Establishing a channel for communicating, sharing ideas and collaborating. (Discord)
* Establishing the type, theme and details of the software product.
* Assigning each member of the team specific tasks as part of the analysis, planning and designing of the software product. (**Bălănică Andrei**: Either one activity diagram or a state diagram & Product features & functionalities, **Lefter Andrei**: Non-functional requirements & Roadmap, **Mihăilă Nicolae**: Prioritized product backlog & UI mockups, **Potângă Alexandru-Alin**: A set of user stories & Problem statement/product vision)
* Working towards finishing some of the tasks mentioned above

**Sprint Specific User Stories and Acceptance Criteria**

This being the first Sprint, there has been no actual software development and therefore no user stories have been attempted and no acceptance criteria has been established.

**Sprint Report**

All of the tasks mentioned above have been completed or started. The first three items in the backlog have been successfully completed and some of the tasks regarding analysis, planning and designing have been fullfilled. (Prioritized User Backlog, UI Mockups, Non-Functional requirements, Product Features & Functionalities, Problem statement/product vision and A set of user stories)

**Retrospective Outcome**

The software project tackled, a video game, does not fit the common analysis stage in comparison to other projects and poses trouble in fulfilling some of its tasks. For example, the problem statement.

**Review Session**

Communication has been excellent. Feedback was great from all team members. Tasks have been approached professionally, taking into consideration time restraints. Everybody arrived in time to all team meetings. If work continues as it has in this Sprint, the software product will be delivered in time and will be of high quality.