Sprint 3

**Sprint Backlog**

* Establishing a channel for communicating, sharing ideas and collaborating. (Discord)
* Install the required software tools for developing a video game
* Configure the virtual Game Development Environment and adjust the settings according to the project’s needs. (Unity)

**Sprint Specific User Stories and Acceptance Criteria**

* As a developer I want a coomunication channel so that I can coordinate with the other developers on the team.
* As a developer I want to use a predefined game engine so that I won’t have to build mechanisms for movement and animation myself
* As a developer I want a virtual Game Development Environment and I want that environment to be configured the same way for all member of the project so that I can work with my colleagues and I won’t have problems regarding compatibility with other versions.

**Sprint Report**

All of the tasks mentioned above have been completed. The development stage has not yet modified anything mentioned in the backlog, user stories or any such artefacts.

**Retrospective Outcome**

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.

**Review Session**

The product is too early in its development stage to be evaluated as a software product and to be presented in a demo.