**Assignment 1 – Game Engine Group Project  
Sprint Template**

Part of the marking scheme is to have at least **10** recorded meetings with your team. Please refer to the assignment specifications.

1. **Sprint Number**: 8
2. **Date of sprint**: 10/03/2022
3. **Team Name**: No Team team
4. **Members Present**:
   * Isabelle Graselli
   * Ricardo Monteiro
   * Jake Bruin
   * Raimonds Priede
   * Abdiweli Dine
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

Received feedback and will summarise it and review what to improve in our game that is related to the feedback.

1. **Summary of Progress for Period** – How did you progress? (max 100 words):

We reviewed the feedback and summarized it and realized the game was unplayable due to the mouse sensitivity and randomly dying when you get to high in the game.

1. **Summary Problem Areas** – What went wrong?(max 100 words):

Mouse Sensitivity and death bug.

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     1. Fix the mouse scale
     2. Fix the dying when out of bounds or add warning when they are getting close to out of bounds.
     3. ….
   * **In Development**:
     1. ….
2. **Date of next Meeting**: 17/03/2022