CS 192 Software Engineering II
Lessons Learned Report

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Developer's Group Name: Legends

Project Name: Dark Night

Sprint Number: 5

1. What were the main lessons your team learned in this sprint?

   We have learned to use available resources to make some parts of the project much easier.

2. Describe one example of what went right in this sprint.

   We made wise use of our time to polish up our game as well as tie the mechanics together. We believe that we have finished up the main parts of the game.

3. Describe one example of what went wrong in this sprint.

   Nothing really went wrong in this sprint.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

   If there will be a next sprint, we will try to add more events for the game to have more content.