Introduction

The basic purpose of Sprint 4 is to wrap up the final details on the project and assemble the presentation. Sprint 4 will mainly consist of code review and implementation testing along with bug fixing. Sprint 4 will also include the development of the presentation.

Requirement Artifacts

- The presentation should include all members of the team, with 1 – 2 minutes of content from each member.
- The code should run as intended, with no bugs or errors that affect the operation or playability of the game.
- The code should be clean and well documented, with no bugs, redundancies, or unused code.