**Gedocumenteerde sprint reviews en retrospectives**

*Wat wordt er gemaakt: Jacques Lumbar*

***Week 1*** *Naam: ToDo:*

Kaj Playermovement / Level

Jordi Moving Platforms / Teleporter /

Daniel Collectable / Pickup / UI implementation

Joel Camera follow

***Week 2*** *Naam: ToDo:*

Kaj Playermovement / level

Jordi Rotating Platforms / Intro scene (Fade in/out)

Daniel Collectable / pickup / UI implementation

Joel Camera view rotation / Ingame Menu

***Week 3*** *Naam: ToDo:*

Kaj Playermovement / level / walljump

Jordi Falling Platforms / Teleporter

Daniel Respawn /

Joel Camera view rotation / Ingame Menu / Restart

***Week 4*** *Naam: ToDo:*

Kaj Playermovement / level

Jordi Moving Platforms / Teleporter

Daniel Collectable / pickup / UI implementation

Joel Camera view rotation / Restart