

Sprint 5 Reflection

Overall, we feel this was the easiest sprint due to the fact we had creative freedom over the features we wanted to design and add. As a result we had no issues with any of the merge, code review, or refactoring deadlines we set for ourselves. Our team has seen a lot of growth over the semester that we are very happy about.

In summary, this was our most successful sprint and we are happy with the final state of our game. While we struggled to meet certain self set merge deadlines in other sprints, we did not run into these issues for this fifth and final sprint.