**1)**

|  |  |
| --- | --- |
| **Done** | **Not Done** |
| * Basic grid * Grid unit behaviour * User input * Path algorithm * Start menu * Version control * Audio implementation and creation | * Next level/Reset |

**2)**

|  |  |
| --- | --- |
| **Things That Went Well** | **Problems(and how they were solved)** |
| * Our team chemistry is better than expected with team members collaborating, helping each other, and communicating efficiently. * We managed to create a working prototype * No members were absent/late to the point where it damaged the team’s productivity * Audio was implemented/Weekly challenge was completed | * Version control. Team members had a lot of different issues with github even after hours of attempting to fix them. A decision was made to have each team member submit their code snippets to Jay who will implement the code submitted to him into the final game. This ended up working well for us. * Level reset. When a partial code snippet was made for the level to reset, team members were given a series of compile/runtime errors. This issue was later solved by Jay who figured out that the Unity game engine could not instantiate a certain array fast enough, therefore it appeared as empty for a short duration. The code was changed and the issue was fixed. |

**3) Revised product backlog for the next sprint:**

* Function implementation of level incrementations.
  + unforeseen communication of grid making and camera resizing is necessary.
* Function implementation of resetting current level.
  + creates a new grid without incrementing level, enlarging the grid size and changing the camera viewing position.

**4) Improvements identified that will be implements in the next sprint:**

* Fix bugs in grid resizing and grid creation
  + after enlarging grid, coordinates become inaccurate.
* Fix bugs in path algorithm
  + ~1/10 path creations result in unfinished path.
  + path sequence overlaps rarely.
* Character representation
  + Character during gameplay will be represented by a pirate figure instead of a red square.
  + Fix character movement to be limited to one tile space at a time instead of anywhere on the grid

**5) Projection of likely completion dates based on progress to date:**

* May, 11
  + Main game sound elements complete and implemented .
* May, 13
  + Camera resizing in respect to the grid size will be complete.
  + Path fading algorithm implemented.
* May, 15
  + Player movement and controls work fluently with no bugs or errors.
  + All of our in-scope art elements will be completed and implemented.
  + A simple pause menu will be implemented into our game.
  + A basic implementation of level progression in the game.