**1)**

|  |  |
| --- | --- |
| **Done** | **Not Done** |
| * Path fading bugs * Next level bugs * Game automations * Audio bugs * Leaderboard * Scoring system * Implementations of new code and bug fixes | * Game reset * GUI bug while resizing * Implementation of a “GO” button |

**2)**

|  |  |
| --- | --- |
| **Things That Went Well** | **Problems(and how they were solved)** |
| * The team successfully used Google Drive to store and update new versions of the game. * Team chemistry is still very good, negligible lateness or absences of team members, conflicts are used to our advantage to improve the project. * Collaboration has reached a comfortable level where new code is quickly implemented into a new version and released to all team members. * Bugs in character movement, audio, and path creation/fading have been fixed and the game is far more robust. * Prototype has revealed a challenging yet fun game which is accurately portraying the team’s goals. | * Time constraints of getting a working and fully automated prototype done by the end of Sprint #2. This was solved by working outside our agreed upon work times to catch up. * Unorganized code was making it difficult to find bugs and fix them. The implementar decided to go over all the code and create a master script to control everything from. |

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

* Resetting the game after a lose.
* GUI positions after resizing grid and repositioning the camera angles.
* Implementing a “GO” button
  + Allowing the player to create a path and submit it.
  + Less frustrations when missing a grid unit in a touch screen scenario.

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

* Fine tuning fade algorithm for ease of interaction and aesthetics
  + Frustrating bug that fades out the first few units of the path a bit too quickly.
* Leaderboard updates
  + Scores must be uploaded to the server twice for it to post the name and score of a new highscore.
* Game reset
  + Game is runs in automation until the user loses the game and the game must reset back to the main menu.
* GUI bug while resizing
  + Positioning of the GUI components fall out of place when the camera and grid resize.
* Implementation of a “GO” button
  + Player inputs can be much more accurate and consistent with the implementation of a “GO” button.

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

* May 18th
  + Fine tuning fade algorithm for ease of interaction and aesthetics
* May 19th
  + Leaderboard updating bugs fixed
* May 20th
  + Game resetting back to the main menu
  + GUI bug while resizing
  + Implementation of a “GO” button

**6) SWOT**

* Strengths:
  + Work well together
  + One member has previous Unity experience
  + Good communication
* Weakness:
  + The rest of the members have never used Unity before
  + Short time frame
  + Not used to coding as a team
* Opportunities:
  + Game could be more aesthetically pleasing
  + A chance to learn Unity
  + Unity store scripts/assets
* Threats:
  + Upcoming deadline
  + Bugs and implementation issues
  + Someone burning out