# Sprint Retrospective 22.04



During this sprint, we have focused on making the labyrinth look nice. We have made walls with a bush like textures and nice pavement on the floor. We have also added nicely looking skybox. We have decided to make an exit from the maze looking like a small temple, which we then made. First of memory training games has been implemented, pexeso. We have decided to use the cards given to us by Ensight games. The last day we have also been working on the documentation part of the project.