# Sprint Retrospective 28.05



During this sprint, we have found and imported Simon says minigame into our game. We came up with an idea to make minigame where the player has to find a route on a map using old sailor’s diary. This idea has been taken from the game The Room 2. We have decided that it will be better to have third person view instead of the first-person view. The menu for the game has been implemented and designed. Minigame to remember and find hidden objects in the room has been implemented. Use case diagram and description with domain model have been made.