Scrum Master: Nora Alalou

Scrum Cycle 3 Report

**Part One**

**What bugs or enhancements will be included in the next product release?**

In the next product release, we plan on implementing the gameplay so that it follows our defined tasks and objectives. We also need to fix bugs associated with playing the game out of order. We will also implement more guidance at the beginning of the game to guide the user.

**Who will work on each bug fix or enhancement implementation?**

Steven will be working on making the text messages appear in sequence. Jeremy will work on triggering achieved objectives. Catherine is working on triggering email arrivals. Shivani is finalizing the declare major and degree audit screens. Nora will implement a home button, finish the UI for the web screen, and add more text messages.

**What resources will be required to complete the bug fix or enhancement implementation?**

No outside resources needed.

**How will successful bug fixes or enhancements be demonstrated?**

Everyone will pull the new commits, test them, and offer feedback.

**Part Two**

**What progress has been made on product development?**

We have implemented the home button as suggested by classmates during peer review. All the gameplay has been finalized.

**What obstacles have been encountered?**

We are working on ironing out issues with gameplay sequence and achievement triggers.

**Part Three**

**What bugs have been fixed or enhancements implemented?**

Email arrival has been fully implemented. Indicator symbols have been added to guide the user through gameplay. The UI is almost entirely finalized, including completely updated trophy and web pages, and bugs with achievement triggers have been resolved.

**What bugs have not been fixed or enhancements not implemented?**

We have to finalize the gameplay and achievement triggers for the final three tasks.

**What resources were consumed?**

No resources needed.

**How can the product development process be improved?**

We have been doing a good job of keeping the GitHub updated with the need bug fixes, so we should continue closing out our final issues as they are resolved.