**Sprint 2 Review**

**User Stories Completed:**

(2) As a designer, I want walls to distinguish sections of the game from each other

(2) As a designer, I want a visual representation of “bullets” on the screen.

(3) As a designer, I want a visual representation of enemies on the screen.

(5) As a gameplay programmer, I want enemies that chase the player to keep them active

and aware.

(5) As a gameplay programmer, I want stationary enemies which shoot in directional patterns

to keep the player active and aware.

(5) As a player, I want a way to deal with enemies that are actively attacking me.

(8) As a player, I want to be able to progress through the game.

**User Stories Not Completed:**

(0) None.

**Total Story Points Completed:**

(35) points completed

100% completion

**Things We Should Stop Doing:**

Skipping meetings.

**Things We Should Start Doing:**

Meeting up more often to work on the game together.

**Things We Should Continue Doing:**

Meeting every Sunday to work together.