

## Sprint Review ii

Features implemented:

We began implementing the menu system and designing buttons for navigation.

Issues fixed:

There were no identified issues fixed within the code. Implementation review

(What went well in the implementation, what problems occurred, how problems were solved):

Basic buttons were created, and different menu designs were considered. A main problem is that some of us are less familiar with Rust, and so there is a learning curve in figuring out how to implement and test features

Changes made.

We decided that it would be a good idea for the ball to infinitely travel across a generating board rather than staying in the same board as long as possible.

Plans for next sprint

(What will be done for the next sprint):

Next sprint, we will continue working on UI implementation and work on 3D models. We will also try and implement music and sound effects into the game.

Scrum Review

(What went well in Scrum, what could be improved, and what changes will be made): Overall, the scrum went well. We were able to make sure that everyone was working on their own tasks, and everyone worked well together. We were missing a person on the second meeting, but were still able to get everything done, as the first meeting got most of the required work and updates done. An improvement might be to schedule the second/third meetings of the week further in advance. We scheduled the second meeting only a day before it happened, which may not have given all the group members time to affirm. Other than that, the scrums went well, and everyone was productive.