

Sprint Review i

Features implemented:

There were no features implemented in the coding process.

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):

There was implementation in the issues solved due to the coding process not being started at this point in time.

Changes made.

As a group, we decided it would be best for the game to allow the user to have access to three lives when they played. This is thought to be more enjoyable for the player and allows them to further improve their skills through practice.

Plans for next sprint

(What will be done for the next sprint):

Next sprint, we will go over the UI implementation and begin dividing the work for it. We will also begin the login information for the player so they can save their data to the leaderboard.

Scrum Review

(What went well in Scrum, what could be improved, and what changes will be made):

Overall the scrum went very well. We were able to easily divide up the work and made sure everyone had a job. An improvement would be to ensure that everyone would be able to meet at the set time, as we did have issues with it during this week.

This was also due to the workload that everyone received from their other classes, making it very difficult to schedule a time that worked for all members of the group.