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### **Sprint Review iv**

**Features implemented:** We adapted UI elements.

#### **Issues fixed:**

There were no issues with the code, but some original designs such as sound and sizing of UI was changed.

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

Some of the aesthetics of the app were narrowed. The previous week entailed the groups decision to aim for a more retro look. A specific font was decided for the games lettering as to it into the retro arcade theme.

#### **Changes made:**

Due to complications the original plan of added the 3d pinball and board into the application was not followed through. We are hoping to meet this goal by the next one.

#### **Plans for next review:**

Like stated previously, the goal is too get the pinball and various other 3d objects implemented

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

Scrum has been a solid productive time for the group this week. One of the issues that arises is scheduling. Towards the end of the semester many classes increase the workload and different scheduling comes into issue, but the group did its best to operate despite problems. One way this can be fixed is to possibly plan out the meeting schedule at the start of the week to see the best available time slots.