

David is the scrum master and Gedeon Rugema is the product manager  
Sprint Review iii

Features implemented:

We added UI elements, menu system, music and volume.

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):

Some of the issues occurred when compiling for mobile and were resolved by changing the entry point of the code and having it compiled as a static library. Another issue that occurred was the sizing/formatting of the UI interface for the phone screen, and a solution to this was to make the game sideways to fit the UI and split the menu into two parts on the pause screen. Also, the current branch of Bevy does not yet have touch input for the UI on mobile, but there was a fork with a PR submitted and to make it work we are using this PR Fork. As for things that went well, once the code compiled for Mobile it ran just as if it was on computer.

Changes made.

As a group, we decided that we want an old classic style for the user.

Plans for next sprint

(What will be done for the next sprint):

Next sprint, the goal is to get the pinball and other 3d objects in the game.

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 collaborate as a team, communication was good, we made sure to distribute tasks so that each team member had the opportunity to participate in the project, and everyone's deliverables were on point. An improvement could be to always complete our task earlier and request an

appointment to meet with the instructor or TA so that a review can be done before our submission. This will help our grades in the future.