Sprint Review Meeting Results for Sprint 1

What was accomplished in this Sprint and how did it add value?
- We each made our own web game
  - They added value by teaching us the basics of JavaScript, HTML, and CSS
  - Knowledge of game systems and mechanics
    - Canvas element for creating game environments
    - setInterval() function for creating a game loop
    - Element <img> to load a picture asset in HTML, then document.getElementById, then use canvas context --> ctx.drawImage
    - `<meta name="viewport" content="width=device-width, initial-scale=1">` to make your website resizable. Then in CSS use device-width as a variable when defining sizes. (Or use percentages.)
    - document.addEventListener('keydown', function) to detect when a key is pressed down.
    - console.log("text") to print to console, then inspect element on website to view console, or check console in visual studio code.

What (if anything) has changed in your environment?
- Switched from Visual Studio to Visual Studio Code
- Switched from C# and Java (from previous projects) to HTML, CSS, JavaScript

What (if any) adjustments did you make to your product backlog based on the results of this Sprint?
- Added backlog item "Create assets"

Advanced Projects – Mrs. Kankelborg                                    Tesla STEM High School