

Sprint 5 Review Meeting

Attendees: < Fabio Tinoco, Juan Diaz-Zuluaga, Richard Rodriguez>

Start time: 10:15 pm

End time: 10:45 pm

During the sprint review meeting, the Scrum Team conducted a show-and-tell demonstration of the work completed during the sprint. Each implemented user story was evaluated against its defined acceptance criteria.

Following the review, the Product Owners confirmed that the following user stories met the sprint objectives and acceptance criteria and were therefore formally accepted:

Accepted User Stories

- User Story 10 <Model Animations >
 - As developers, we should create different animations and interactions that each of the models is going to have. ?
- User Story 8: <As a user, I want imported assets on the mod>
 - Import all the assets made from the 3D models into the mod pack to test it in-game.
- User Story 9 <As a user, I want a seamless experience on the biome overtake. >
 - Update the biome takeover so it can also infect trees and the fauna and flora that are around it.
- User Story 7 <Create Scaffold for Items, Tools, and Mobs>
 - Create the boilerplate and Data Generation for Items, Tools, and Mobs to make it easy to add new content to the mod

The following user story did not reach a completed state within the sprint and did not satisfy its acceptance criteria. As a result, it was not accepted and was returned to the Product Backlog for future consideration:

Rejected User Story

- N/A

Sprint Outcome

This sprint shows good progress on the project, having even with personal health and situations affecting speed.