

Sprint 6 Review Meeting

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

Start time: 11:20 pm

End time: 11:50 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 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 takeover.>
 - Update the biome takeover so it can also infect trees and the fauna and flora that are around it.
- User Story 10 <As a user, I want animations for the models in the game.>
 - Import all of the animations from the models to the code, and make sure they are functioning correctly.

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 showed improvement in the project; all of the models were successfully rendered, as well as the implementation of the blocks in the biome takeover function. on this last next spring we will focus on polishing the biome take feature and make some additional and final features

