Sprint 4 Reflections:
This sprint as a whole was much smoother than the last two. Sprint 4 was mostly us knowing what to fix and refactoring our code while adding the new features to our game to get closer to our final product. While the inventory and camera gave our team a bit of trouble, the rest of the sprint overall felt better than the last two.

Our group decided to use Trello again to keep track of the tasks we had to do and used it to assign tasks to individuals and graph our burndown chart. This sprint we also added story points to our cards which indicated the difficulty/time it took for us to finish our cards. This website did a good job keeping our group organized and on task and we spent an even amount of time working on this sprint over the three weeks instead of doing all the work at the end. The burndown chart for this sprint can be seen below.

The groups biggest challenges this sprint were the implementations for the inventory and the camera. When developing code for the inventory we had trouble setting active items and remove them from the list of link's items. We also struggled checking for duplicates and having items show up in the right place in the inventory. Setting an item based on the cursor location in the inventory was also challenging. The biggest hardship was then taking all the things associated with the inventory and tying it with the camera implementation. The camera implementation was hard because we had to research it and none of us had done something like this before. However, once we spent some time doing research and learning how to implement it, it was not as difficult as we thought.

Something that wasn't challenging but was quite tedious was refactoring all the code so that there were no magic numbers. We discovered that a lot of our classes had magic numbers in them, and we didn't take the time to create variables for numbers that were showing up multiple times. We solved this by created global variables and lists so that all these magic number could be stored in variables which is best practice.

Next sprint we plan on making sure our implementations are already following best practices, so we don't need to go back and refactor a big part of it. We also would like another code review to make sure we are on the right track and make sure our ideas for the game are good ones. After having 3 sprints under our belt, we plan on making the next sprint our best one and tying up all our loose ends so we can present the best possible final product that has all of the implementations the original Legend of Zelda has.

Burndowns by Corrello

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