# Sprint 2 Plan

## Start Date: 09/09/2024 End Date: 09/27/2024

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| --- | --- | --- | --- |
| Tasks (Effort) | In Progress (Name) | Expected Finish Date | Finished (Date) |
| Create Interfaces (30 mins) | Make the interface you need to use | 9/15 |  |
| Create a Players class (4-6 hours) | Aidan Whitlatch | 9/21 |  |
| Handle State Transitions (sprite needing to look left/right as an example)  (~2 hours) | Jingyu Fu  Aidan Whitlatch | 9/21 |  |
| Create Enemy Classes (4-6 hours) | Jingyu Fu | 9/21 |  |
| Create Item Classes (3 hours) | Hahn Choi | 9/20 |  |
| Create Block Class(es) (2 hours) | Christian Blue | 9/19 |  |
| Implement Commands (1.5 hours) | Hahn Choi | 9/13 |  |
| Implement Keyboard input (1.5-2hours) | Zhuoyang Li | 9/14 |  |
| Create README doc for project (1.5 hours) | Zhuoyang Li | 9/22 |  |
| Grader Meeting 1 | Everyone that can go | 9/16 |  |
| Grader Meeting 2 | Everyone that can go | 9/23 |  |

Backlog to be finished next Sprint:

* List Tasks here

Factories to Make:

* Player
* Enemy
* Block
* Item(potentially)

Interfaces and potential features:

* ISprite
  + Draw, Update
* IPlayer
* IItem
* IBlock
  + boolean hasItem
  + Boolean hasCoin
  + boolean hasBeenHit
* IEnemy
  + Int health (HP)
  + Void move
  + Void attack
  + Void takedamage
  + Boolean isDead/isDefeated
* IProjectile
  + int velocity, int lifespan
* IDrawable
* IUpdateable
  + Update()

For the future:

ICollideable

Aim to meet with graders Monday 9/16 and Monday 9/23