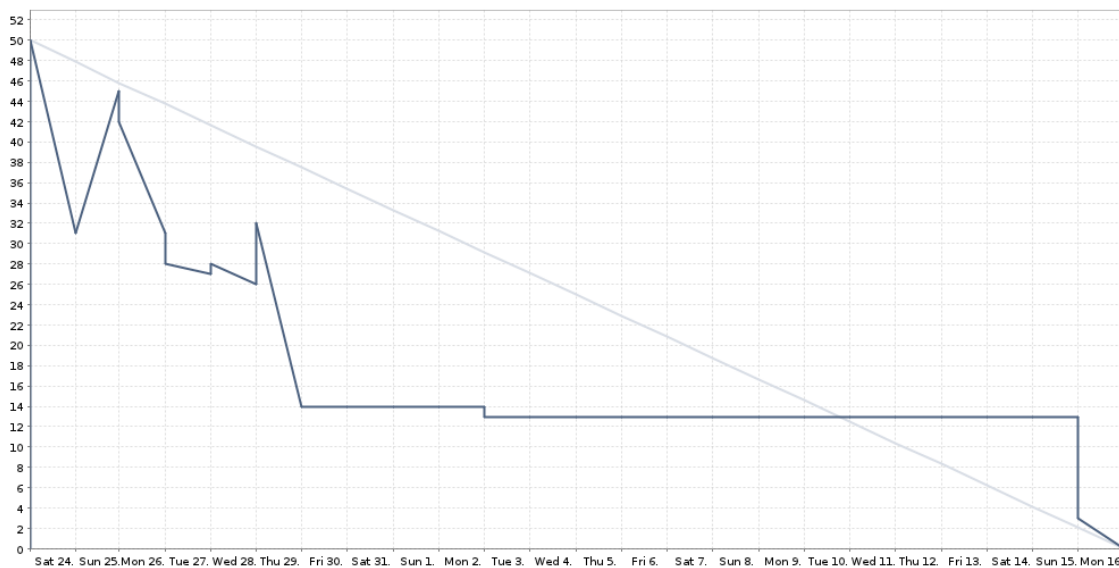


# Fallout Equestria

Sprint Report, maj 23, 2012

<i>Sprint</i>	<i>spr1</i> Sprint number 2
<i>Period</i>	lö, mar 24 - må, apr 16 (22 days)
<i>Velocity</i>	83.0 StoryPoints
<i>Burned work</i>	37 hours
<i>Product Owner</i>	Joakim
<i>Scrum Master</i>	Lukas
<i>Team</i>	admin, Lukas, Joakim, GustavAR, Pontus



## Goal

The goal is to have a working bossfight at the end of the sprint

## Completed stories

<i>sto26</i>	<b>Musik</b>	2 SP	0 hrs.
<i>sto10</i>	<b>AI (basic)</b>	5 SP	5 hrs.
<i>tsk53</i> Make enemy shoot in player's direction 3 hrs.			
<i>tsk54</i> Move around somehow 2 hrs.			
<i>sto63</i>	<b>Abilities</b>	8 SP	6 hrs.
<i>tsk51</i> Create 3 more 4 hrs.			
<i>tsk50</i> Create 1 functioning ability 2 hrs.			
<i>sto76</i>	<b>Ability to load entity archetypes from XML-files</b>	8 SP	3 hrs.
<i>tsk49</i> Load XML 3 hrs.			
<i>sto9</i>	<b>Ljudeffekter</b>	2 SP	0 hrs.
<i>tsk71</i> I samband med attacker 0 hrs.			

<i>sto8</i>	<b>Bossfight</b>	<i>20 SP</i>	<i>10 hrs.</i>
<i>tsk84</i> Trixe boss of DOOM! <i>6 hrs.</i>			
<i>tsk85</i> Great and Powerfull AI <i>4 hrs.</i>			

<i>sto32</i>	<b>Animerade Ponies/fiender</b>	<i>20 SP</i>	<i>5 hrs.</i>
<i>tsk64</i> Spelar Standard Animationer <i>3 hrs.</i>			
<i>tsk67</i> Super Boss-animation <i>2 hrs.</i>			

<i>sto83</i>	<b>Rendering of text</b>	<i>5 SP</i>	<i>5 hrs.</i>
<i>tsk82</i> Abiltiy to render any kind of text. <i>5 hrs.</i>			
<i>tsk87</i> RotatedTest <i>0 hrs.</i>			

<i>sto16</i>	<b>Olika vapen</b>	<i>5 SP</i>	<i>2 hrs.</i>
<i>tsk60</i> More <i>2 hrs.</i>			

<i>sto17</i>	<b>S.P.E.C.I.A.L</b>	<i>8 SP</i>	<i>1 hr.</i>
<i>tsk81</i> Make abilitys depend on special <i>0 hrs.</i>			
<i>tsk80</i> Implement Special Component <i>1 hrs.</i>			