Fallout Equestria

Sprint Report, maj 23, 2012
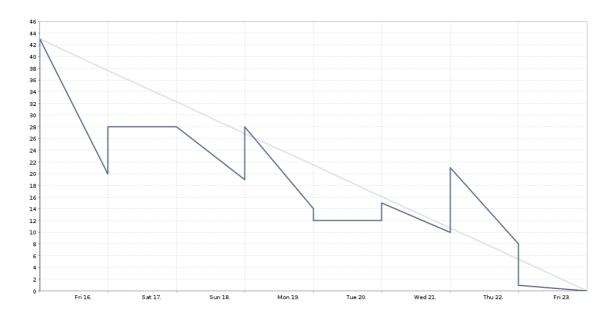
Sprint	*spr2* Initial sprint
Period	fr, mar 16 - fr, mar 23 (7 days)
Velocity	74.5 StoryPoints
Burned work	65 hours
Product Owner	Joakim
Scrum Master	Lukas
Team	admin, Lukas, Joakim, GustavAR, Pontus

Completed stories

sto79	Rita ut snabbt i 2D	13 SP	4 hrs.
tsk43 Done *4 hrs.*			

sto77	Home made Color class	0.5 SP	1 hr.
tsk42 DOne *1 hrs.*			

sto3	Rita ut 2D	8 SP	15 hrs.
tsk1 Rita ut en fungerande textur *4 hrs.*			
tsk2 Rita ut 3000 fungerande bilder *2 hrs.*			
tsk36 Göra så att man kan använda olika FragmentShaders *1 hrs.*			
tsk35 Göra så att man kan rita ut till render targets *3 hrs.*			
tsk27 Bygg simpelt, objektorienterat, ramverk *3 hrs.*			
tsk29 Ladda in texturer som inte är power of 2 *2 hrs.*			

sto69	Basic Map	5 SP	10 hrs.
tsk47 Test map with camera *2 hrs.*			
tsk46 Map with obstacles *3 hrs.*			
tsk22 Hard coded map *4 hrs.*			
tsk44 Create TileMap Class *1 hrs.*			

sto7	Enemies (without AI)	8 SP	8 hrs.
tsk41 Make it possible to attack the other pony *7 hrs.*			
tsk40 Create other pony that you can collide with *1 hrs.*			

sto68	Spawn Enemies	1 SP	3 hrs.
tsk13 Create Enemy *2 hrs.*			
tsk14 Position Enemy *1 hrs.*			

sto62	Abillity to take damage	3 SP	1 hr.
tsk18 Health *1 hrs.*			
tsk25 Decreasable health *0 hrs.*			

sto60	Abillity to die	3 SP	0 hrs.
tsk26 System that kills you (when suitable) *0 hrs.*			

sto59	Character movement	5 SP	12 hrs.
tsk6 Keyboard input *3 hrs.*			
tsk28 Test if working *5 hrs.*			
tsk7 Translation *4 hrs.*			

sto34	2Dcamera	5 SP	0 hrs.
tsk38 Få rotation att fungera *0 hrs.*			
tsk3 Hindra camera från att gå utanför banan *0 hrs.*			
tsk4 Få translation att fungera *0 hrs.*			
tsk5 Få skalning att fungera *0 hrs.*			

sto74	Math libary	5 SP	3 hrs.
tsk37 Implement 3D and 4D vectors *0 hrs.*			
tsk32 Test the code *0 hrs.*			
tsk31 Check the code *0 hrs.*			
tsk30 Write all the code *3 hrs.*			

sto67	ActionPoints	3 SP	0 hrs.
tsk24 Make them decrease when doing stuff *0 hrs.*			
tsk23 Make them regenerate *0 hrs.*			

sto66	Basic EFS	5 SP	1 hr.
tsk20 Display health *1 hrs.*			
tsk21 Display AP *0 hrs.*			

sto65	Simple DMG only attack	8 SP	4 hrs.
tsk33 SpatialComponent *1 hrs.*			
tsk10 Attack *1 hrs.*			
tsk11 ResolveAttack *1 hrs.*			
tsk34 CircleClass *1 hrs.*			

sto64	Render basic health bar	2 SP	3 hrs.
tsk16 Draw a health bar *2 hrs.*			
tsk17 Make it look quite good *1 hrs.*			