Course of Action

Sprint # 1

Team Lead: **Fintan Ahearn**

Sprint Goals for Team Lead

Design and implement the basic menu system for Core Quest 0. Implement the functionality for each menu option, to ensure all choices will print correctly. Conduct initial testing and debugging for menu navigation.

Signature of Team Lead, certifying that the above is correct and represents a fair workload and the intention to complete it:

Fintan Ahearn

Team Member 2: **Brian Stevens**

Sprint Goals for Team Member 2

Set up base classes (character, enemy, player) for Core Quest 1 using inheritance and polymorphism. Implement placeholders for enemy-specific functions to ensure a modular design.

Signature of Team Member 2, certifying that the above is correct and represents a fair workload and the intention to complete it:

Brian Stevens

Team Member 3: **Paul Leerkes**

Develop a random number generator for enemy selection in the battle sequence. Create a basic version of the probabilistic action engine for enemies in Core Quest 1. Contribute to testing the menu system for Core Quest 0.

Signature of Team Member 3, certifying that the above is correct and represents a fair workload and the intention to complete it:

Paul Leerkes