**Sprint 1 Report**

**Task Listing:**

1. As a player, I want to be able to move my character and have them look around so I can explore.
   1. Implement player movement using keyboard keys. (1.5 hours)
   2. Implement player looking in 360 degrees using the mouse. (1.5 hours)
   3. Create the player character’s sprite and animations. (50 hours)

Total hours for user story 1: 53 hours

This task time was grossly overestimated, but all tasks were completed.

1. As a player, I want to be able to fire my weapon where I’m aiming so I can defend myself.
   1. Implement the weapon abstract class. (1.5 hours)
   2. Implement the sin wave gun. (3 hours)
   3. Implement the reverse shotgun. (3 hours)
   4. Implement the mortar. (2.5 hours)

Total hours for user story 2: 11 hours

The weapon abstract class was successfully implemented. The mortar weapon type was also successfully implemented. However, neither the reverse shotgun or mortar have reached the “In Progress” phase, and must be moved into the Sprint 2 plan.

1. As a player, I want to be able to switch which weapons I am using and carrying.
   1. Create a vector of weapons for the player. (.5 hours)
   2. Create weapon pickups. (1.5 hours)
   3. Implement a button press to switch the current active weapon. (1 hour)
   4. Implement a button press to allow the player to pick up a weapon off the ground. (1 hour)

Total hours for user story 3: 4 hours

The weapon manager class (switching weapons) was partially implemented. The class itself was completed, as well as weapons being picked up, but weapon switches were not implemented. Weapon switches are to be moved to the Sprint 2 plan.

1. As a player, I want to be able to easily see where I am looking and what my health level is.
   1. Create the player’s health bar. (1.5 hours)
   2. Create unique reticules for each gun so the player knows what they are using and where their shots will hit. (6 hours)

Total hours for user story 4: 7.5 hours

The player’s health bar was successfully implemented. The player is surrounded by a circle which represents the health which he has. The reticules class was successfully implemented. However, separate reticules for individual weapons have yet to be implemented because there has been only one weapon implemented, but this is a trivial task.

1. As a designer, I want a basic enemy for the player to interact with so we can test collision detection, health, and damage systems.
   1. Create an object that the player can touch and shoot. (1.5 hours)

An enemy class has successfully been implemented. The enemy can be touched, moved, and shot, by the player.

* 1. Make the object move somewhat intelligently. (2 hours)

Total hours for user story 5: 3.5 hours

The enemy has been implemented such that the enemy constantly chases the player.