**Sprint 2 Report**

**Task Listing:**

1. As a player, I want to be able to interact with an enemy that has AI, in a contained room
   1. Give AI pathfinding capabilities (7 hours)
   2. Allow enemies to spawn in a room (4 hours)

Total hours for user story 6: 11 hours

The enemy works, so this task was completed. Again, it was grossly overestimated in terms of time since the actual time it took was around 2 hours.

1. As a player, I want to be able to explore differing rooms with varying levels of difficulty
   1. Build a prototype room (3 hours)
   2. Create generation code for making pathways between rooms (4 hours)

Total hours for user story 7: 7 hours

This user story has not yet been functionally implemented. The task has taken more story points than we expected. Thus, we must work hard to complete it in sprint 3.

1. As a player, I want to be able to play with a HUD that is not cluttered and is convenient to use
   1. Complete reticule sprites (4 hours)
   2. Allow reticule to properly switch sprites based on its owner’s current weapon and ammo count (3 hours)

Total hours for user story 8: 7 hours

There is a basic reticule sprite, but it should change by sprint 3. Now that all of the weapons have been successfully implemented, we can implement reticule sprites for each weapon. Thus, the switching sprites portion for this use story will be carried over to the next sprint.

1. As a player, I want to be able to have a choice as to what weapon to use
   1. Build and test weapon manager (4 hours)
   2. Connect weapons, player, and weapon manager(3.5 hours)

Total hours for user story 9: 7.5 hours

The weapon manager has been successfully implemented. Currently obtained weapons can now be switched and the projectiles fired by the player switch accordingly as well. Ammunition was also successfully implemented, in the sense that shooting a bullet wastes 1 ammunition, and also in the sense that you must reload after using all of your amminution.

5) As a designer, I want the game to look presentable and free of major bugs

* 1. Test components as they are completed (3.5 hours)

Total hours for user story 10: 3.5 hours

Yes, bug checks were made continuously along the way. Currently there is a bug with the sin wave gun not working continuously which should be resolved by next sprint.

6) As a player I want to fight enemies with personality

1. Create enemy sprite (15 hours)

Total hours for user story 11: 15 hours

The enemy sprite is in progress, so it was only partially completed. Additionally, the enemy AI has yet to be updated, meaning this user story is “To Do” , and will be carried over to Sprint 3.

**Overall Feedback:**

A large portion of the time spent for user stories were for weapon reticule, . Because this is such a core concept for our game, dedicating time to this was undoubtedly beneficial for the project.