

PROJECT Bubba’s

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DeSales University

CS356

**Team <PROJECT BUBBA’s> Sprint <3> Planning Document**

# Sprint overview

## Overview

I am going to cover item features, Mr. Lupin is doing stat customization, and Mr. Germano is doing character movement

## Team Leader

Dennis Lupin

## Scrum master

Dominic Ferraro

## Risks/Challenges

Adding another feature to the combat system has the potential to soak up a lot of time.

# Current sprint detail

## User story

As a user I want to be able to use items inside and outside of combat

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Creating items | 3 | Dominic Ferraro |
| Using items inside combat | 5 | Dominic Ferraro |
| Using items outside combat | 5 | Dominic Ferraro |

### Acceptance criteria

If this is implemented correctly the user should be able to use items inside and outside of combat