**PROJECT BUBBAS Sprint 3 Planning Document**

**Cameron Germano**

**Overview**

* **Team Leader: Dennis Lupin**
* **Scrum Master: Dominic Ferraro**
* **Risks/Challenges:**

**-**developing enemy AI and incorporating movement patterns

-creating detailed character sprites

* **Current sprint detail**
* **User story**

*As a user, I want to move my character and see animations. I also want to interact with enemies that aren't completely predictable.*

* **Tasks**

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| --- | --- | --- |
| Task description | Estimated time | Owner |
| Enemy movement patterns | 6 hours | Cameron |
| Character sprites | 6 hours | Cameron |
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* **Acceptance criteria**

If this is correctly implemented, enemies will move about the play area in a semi-random manner and the player and enemies will have unique sprites depending on which direction they are facing