

PROJECT [Bubba’s]

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DeSales University

CS356

**Team Project Bubba’s Sprint 3 Planning Document**

# Sprint overview

## Overview

Dennis Lupin will do stat customization

Nick Ferraro will do item features

Cameron Germano will do character movement

## Team Leader

Dennis Lupin

## Scrum master

Nick Ferraro

## Risks/Challenges

Learning more in depth python code to get my part done.

# Current sprint detail

## User story

The User will gain experience(xp) after a battle and level up after so much xp has been gained allowing them to upgrade their stats.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Stat customization | 4hrs | Dennis Lupin |
| Experience gained | 3hrs | Dennis Lupin |
|  |  |  |

### Acceptance criteria

If implemented successfully, the user will be able to increase their stats after leveling up.