Comp130 worksheetD

Sprint 0

- Nothing achieved personally during this sprint.

Sprint 1

- Basic menu system. Start up screen and pause screen.

Sprint 2

- Basic player health system
- Player take damage
- Enemy health system
- Enemy take damage
- Keys which you can pick up and use to open chests (with Andy)

Sprint 3

- Reworked combat system to be smoother for users (animations were added beforehand [not by me]).
- Added randomly spawning rocks (coded by Michail) killing anything they hit.

Sprint 4

- Death trade off system (USP)
- Improved combat system so that damage is more heavily affected by player choices (e.g which weapon they choose).
- Added runes which affect how much damage the player deals. Randomly spawn runes across the map.

Sprint 5

- Not yet complete