Sprint 4 Plan
A Code World
Sprint Completion Date: Nov 20
Revision #: 3
Revision Date: Dec 3

Goal: Include a UI with title and ending screen and adding in artwork/sprites.

User Story 1: As a developer, I want to add artwork and sprites to the game so that the game will look interesting and enjoyable..
● Create sprites for enemies, characters, and items.
User Story 2: As a player, I want to have game elements such as a title screen, UI, defeat screen, etc. to complete the experience.
● Create title screen.
● Create defeat screen.
● Create UI, showing number of lives and items.

Team Roles
Carson Burr: Product Owner
Andrew Yeh: Team member
An Tran: Team member
Wenzhi Fei: Scrum Master
Andrew Tsai: Team member

Task:
Carson Burr
● Expose map to interpreter functions
Andrew Yeh
● Continue making game elements, mainly a scoring system and title/end screen
● More sprites including enemies and health
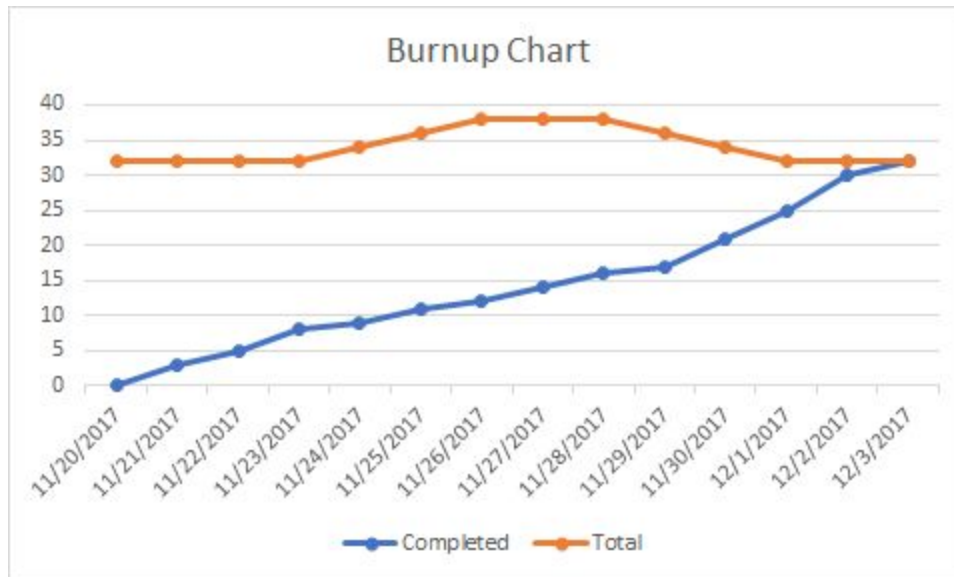An Tran
● Making enemies move.
Wenzhi Fei
● Continue making emenies
Andrew Tsai
● Implementing additional enemies with functionality

Burnup Chart:

Burnup Chart

Scrum Board: https://trello.com/b/pPAV25tz

Scrum Times:
- Tuesday 12pm (TA)
- Thursday 12pm
- Sunday 12pm