

This Sprint Backlog is created using the MuckDuck's Product Backlog as its guideline. The Sprint Backlog will be the features we wanted to include in the first prototype presentation (guidelines of Project 3). Below is the list of features to include within this prototype and a rough description of what is included, estimate of the time it took)

A Basic Working Game of MuckDuck: Space Shooter

Duck behavior

- Movement

- Shoot Bullet

 - Use bullet to shoot the enemy

Lose Conditions

- Enemy touches the Duck

Enemy Behavior

- Move towards path of the duck

Sound Effects

- Bullet

- Losing Condition

- Background Music

UI/Aspect Ratio/Anchoring UI elements

- Player controls

- How the game will appear on the medium

Documentation

- UML

 - Use Case

 - State Diagram

 - Class Diagram

- Backlogs

 - Product Backlog

 - Sprint Backlog

- Std Documentation

Std Documentation - Taylor