SPRINT REPORT

SPRINT NUMBER:	3	SCRUM MASTER:	Acxell Leandro	PROJECT:	Creatures of the Deep
Start Date		26/04/2018		**End Date**	03/05/2018

NUMBER OF TASKS SCHEDULED:		5	
TASKS COMPLETED	1	**TASKS REMAINING**	5
TOTAL HOURS SCHEDULED	39	**TOTAL HOURS COMPLETED**	20.5

SPRINT OBJECTIVES

TASK No.	TASK	ESTIMATED HOURS	HOURS CONSUMED	PERECENT COMPLETE	ASSIGNED TO
1	Enemy movements for each wave	6	6	66%	Harvey Alde
2	Create Pacu	8	6	66%	Acxell Leandro
3	Create Prawn	5	4	66%	Acxell Leandro
4	Create Shrimp	4	1	66%	Acxell Leandro
5	Create Buff Icons	2	3.5	95%	Emilia Jones

TASK No.	TASK	SUB-TASKS	COMPLETE
1	Enemy movements for each wave	Wave 1: 3 waves of 6 Shrimps - Spawn from TR of screen, first group of 6 moves from TR to TL, second group of 6 moves from TR to ML and third group of 6 moves from TD to BL.	Yes
		Wave 2: 3 waves of 6 Prawns - Spawn from TR, MR and BR of screen, first group of 6 moves from TR to BL (3 units left, 3 units down until off screen), second group of 6 moves from MR to TL/BL (3 units left, 3 units up until off screen & 3 units left, 3 units	Yes

		down until off screen, alternating).	
		Wave 3: 3 waves of 6 Prawns - Spawn from TR, MR and BR of screen, moving towards left side, completing two circles midway through.	Yes
		3 Waves of Shrimps - Spawn from TTL, ML and BBL of screen, first group of 6 moves from TTL to BR (3 units right, 3 units down until off screen), second group of 6 moves from ML to TR/BR (3 units right, 3 units up & 3 units right, 3 units down until off screen, alternating.	No
		Wave 4: Combine Wave 3 with 10 Jellyfish - Randomly spawn from bottom of the screen, fluttering upwards with random left/right direction.	Yes
		Wave 5: 2 waves of 6 Shrimps (0.5 seconds from each other) - Spawn from TR and BR of the screen, first group of 6 spawning from TR moves from TR to BL (3 units left, 3 units down until off screen), second group of 6 moves from BR to TL (3 units left, 3 units up until off screen).	No
		Wave 6: Respite - 10 seconds of no enemies.	No
		Wave 7: Pacu Fish Fight with Turret - 8 figure movement, shoots back at player (2 shots, 0.5 seconds apart) every 1.5 seconds, Turret to add onto difficulty.	No
2	Create Pacu	Model	Yes
		UV Map	Yes
		Texture & Normals	No
3	Create Jelly Fish	Model	Yes
		UV Map	Yes
		Texture & Normals	No
4	Create Shrimp	Model	Yes
		UV Map	Yes
		Texture & Normals	No
5	Create Buff Icons	Speed Buff	Yes
		Twin Shot Buff	Yes
		Movement Speed Buff	Yes
		Attack Speed Buff	Yes*

TASKS ACHIEVED	TASKS UNACHIEVED

ISSUES/ BUGS/ DISTRACTIONS

ISSUE	MITIGATION
*Attack Speed buff icon does not represent what it is.	Design needs to be reworked
Enemy waves need more creativity for the remaining 3 waves.	Arrange a WIP for this issue.
Technical issues (laptop runs out of space, Maya crashed mid work)	Save in increments. Check if laptop is working, manage files and create space.

FEATURES IMPLEMENTED

Acxell's ship design
First wave of Shrimps with updated coding and bug fixes
Waves 2-3 and Jellyfish.
Rocks for Background.

FIXES

Acxell fixed the albedo for the Plane to have a more creative and original icon
Re-designed how the spawning of enemies are done through code – required for implementing the wave patterns
Changed the shield to wrap around the Plane model instead of an orb

VERSION NUMBER	3