SPRINT REPORT

SPRINT	1	SCRUM	Acxell L	_eandro	PROJECT:	Creatures of the
NUMBER:		MASTER:				Deep
Start Date		12/04/2	2018	End	l Date	19/04/2018

NUMBER OF TASKS SCH	8			
TASKS COMPLETED	6	TASKS REMAINING		2
TOTAL HOURS SCHEDULED 31		TOTAL HOURS COMPLETED		8.75

SPRINT OBJECTIVES

TASK No.	TASK	ESTIMATED HOURS	HOURS CONSUMED	PERECENT COMPLETE	ASSIGNED TO
1	Discuss and Establish Enemy	1	1	100%	Harvey Alde
	waves				
2	Add health component for enemies	2	0.5	100%	Harvey Alde
3	Add enemy turrets that aim and shoot at the player	2	1.25	100%	Harvey Alde
4	Add kill switch with hit points that trigger the door	2	0.5	100%	Harvey Alde
5	Animate the door opening after being triggered	1	0.5	100%	Harvey Alde
6	Make rocks for level	5	3	100%	Acxell Leandro
7	Create Jelly Fish	8	2	40%	Emilia Jones
8	Create Shrimp	10	0	0%	Emilia Jones

TASK No.	TASK	SUB-TASKS	COMPLETE

TASKS ACHIEVED	TASKS UNACHIEVED
Discuss and Establish Enemy waves	Create Jelly Fish
Add health component for enemies	Create Shrimp
Add enemy turrets that aim and shoot at the	
player	
Add kill switch with hit points that trigger the	
door	
Animate the door opening after being triggered	
Make rocks for level	

ISSUES/ BUGS/ DISTRACTIONS

ISSUE	MITIGATION
Projectile rotation	Use 3D object
Personal issues	Cover each other's work

FEATURES IMPLEMENTED

Control Scheme
Shoot Speed Buff
Movement Speed Buff
Turret that locks on player and shoots
Switch to be destroyed that opens door
Door that opens after Switch is destroyed (animated)
Enemy health

FIXES

Adjusted camera screen size from 5 to 7.5		
Adjusted boundaries for player, enemies and projectiles		

VERSION NUMBER	1