

SPRINT REPORT

SPRINT NUMBER:	2	SCRUM MASTER:	Harvey Alde	PROJECT:	Creatures of the Deep
Start Date		19/04/2018		End Date	
				26/04/2018	

NUMBER OF TASKS SCHEDULED:		7	
TASKS COMPLETED	TBC	TASKS REMAINING	TBC
TOTAL HOURS SCHEDULED	39	TOTAL HOURS COMPLETED	TBC

SPRINT OBJECTIVES

TASK No.	TASK	ESTIMATED HOURS	HOURS CONSUMED	PERCENT COMPLETE	ASSIGNED TO
1	Enemy movements for each wave	4			Harvey Alde
2	Add Start Menu	4			Harvey Alde
3	Add Pause Menu	3			Harvey Alde
4	Create Plane	8			Axcell Leandro
5	Create Buff Icons	3			Axcell Leandro
6	Create Shield	2			Axcell Leandro
7	Create Jelly Fish	7			Emilia Jones
8	Create Shrimp	8			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.	
		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	

		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.	
		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.	
		Wave 4: Combine Wave 3 with 10 Jellyfish - Randomly spawn from bottom of the screen, fluttering upwards with random left/right direction.	
		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).	
		Wave 6: Respite - 10 seconds of no enemies.	
		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.	
7	Create Jelly Fish	Model	
		UV Map	
		Texture & Normals	
8	Create Shrimp	Model	
		UV Map	
		Texture & Normals	

TASKS ACHIEVED	TASKS UNACHIEVED

ISSUES/ BUGS/ DISTRACTIONS

ISSUE	MITIGATION

FEATURES IMPLEMENTED

FIXES

VERSION NUMBER	1
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