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	TBC	**TASKS REMAINING**	TBC
TOTAL HOURS SCHEDULED	39	**TOTAL HOURS COMPLETED**	TBC

SPRINT OBJECTIVES

TASK No.	TASK	ESTIMATED HOURS	HOURS CONSUMED	PERECENT COMPLETE	ASSIGNED TO
1	Enemy movements for each wave	6			Harvey Alde
2	Create Pacu	8			Acxell Leandro
3	Create Prawn	5			Acxell Leandro
4	Create Shrimp	4			Acxell Leandro
5	Create Buff Icons	2			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.	
2	Create Pacu	Model	
		UV Map	
		Texture & Normals	
3	Create Jelly Fish	Model	
		UV Map	
		Texture & Normals	
4	Create Shrimp	Model	
		UV Map	
		Texture & Normals	
5	Create Buff Icons	Speed Buff	
		Twin Shot Buff	
		Movement Speed Buff	
		Attack Speed Buff	

TASKS ACHIEVED	TASKS UNACHIEVED

ISSUES/ BUGS/ DISTRACTIONS

ISSUE	MITIGATION

FEATURES IMPLEMENTED

FIXES

VERSION NUMBER	1