SPRINT REPORT

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| **SPRINT NUMBER:** | 1 | **SCRUM MASTER:** | Acxell Leandro | **PROJECT:** | Creatures of the Deep |

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| **Start Date** | 12/04/2018 | **End Date** | 19/04/2018 |

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| **NUMBER OF TASKS SCHEDULED:** | 8 |

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| **TASKS COMPLETED** | 6 | **TASKS REMAINING** | 2 |
| **TOTAL HOURS SCHEDULED** | 31 | **TOTAL HOURS COMPLETED** | 8.75 |

# SPRINT OBJECTIVES

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| **TASK No.** | **TASK** | **ESTIMATED HOURS** | **HOURS CONSUMED** | **PERECENTCOMPLETE** | **ASSIGNED TO** |
| 1 | Discuss and Establish Enemy waves | 1 | 1 | 100% | Harvey Alde |
| 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 |
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| **TASK No.** | **TASK** | **SUB-TASKS** | **COMPLETE** |
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| **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

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| **ISSUE** | **MITIGATION** |
| Projectile rotation | Use 3D object |
| Personal issues | Cover each other’s work |
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**FEATURES IMPLEMENTED**

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| 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**

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| Adjusted camera screen size from 5 to 7.5 |
| Adjusted boundaries for player, enemies and projectiles |
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| **VERSION NUMBER** | 1 |