Sprint 3

Duration: 27/9 - 4/9

▉ = Not yet started

▉ = Not yet completed

▉ = Completed

User stories not done from last sprint   **Estimate time (actual time)**

- **Modify my ship (Anton, Jakob, Peter, Sebastian)**   **23h**
  - Set up separate screens functionality
  - Have modifications reflect on ship ingame
  - Unit testing

User stories to be completed

- **As a user I want to see a moving background to get a more realistic game play. (Marc, Simon)**   **15h**
  - Background color   5h (4h)
  - Background view/model syncing   10h (9h)
- **As a user I want obstacles in the game to get a more challenging game play (Joel, Peter, Sebastian)**   **38h**
  - Physics bodies   9h (8h)
  - Graphics   25h (0.5h)
  - Unit tested   2h
- **As a user I want a game map that just keeps on going in order to have a long lasting entertaining game (Marc, Joel, Sebastian)**   **53h**
  - Segments
    - Model   17h (16h)
    - Generation of segments   12h (13h)
    - Content (enemies, bg)
      //No obstacle added in game, but support for them implemented   8h (6h)
    - Segment content (type and order)   10h (9h)
    - Graphics   17h
    - Unit testing   5h (7h)
- **As a user I want Bosses/More enemies to defeat in order to get a more challenging game play and receive achievements(Anton, Simon)**   **36h**

- ○ Boss enemies
- ○ Unit tested
- ○ Enemy/Weapon variety   1h
- ○ Fight AI   10h
  - ■ Content done but needs to be structured and separated from main content in bosses
- ○ Continue the fight until the boss is dead   25h
- ○ Graphics enemies/bosses   10h

- **Modify my ship in order to defeat harder enemies, have a more various game play (Power-ups) (Anton, Jakob, Peter, Sebastian)**
  - ○ Create loadout system   15h (16h)
  - ○ Create menu for ship modification   12h (7h)
  - ○ Have modifications reflect on ship ingame +simple graphics 3h (4h)
- **Be able to die / game over in order to know complete a game (Jakob, Peter, Anton)**
  - ○ Explosion when the ship dies   1h (1h)
  - ○ Remove ship when ship dies   2h (1h)
  - ○ Ship can die which leads to game over   2h (2h)
  - ○ Game over screen exists   4h (5h)
  - ○ Show game over screen   2h (2h)