

Sprint 2

Duration: 23/9 - 26/9

User stories to be completed

	Estimate time (actual time)
• Hit enemies / Get hit by enemies (Joel, Sebastian)	20h (21h)
○ Get collision working in general	3h
○ Have projectiles react to collision	4h
○ Have entities react to projectiles	4h
○ Have entities take the appropriate action (health etc) when hit	2h
○ Disable friendly fire (devide into teams)	3h
○ Unit testing	5h
• Modify my ship (Anton, Jakob, Peter)	15h
○ Set up separate screens functionality	
○ Create menu for ship modification	
○ Have modifications reflect on ship ingame	
○ Unit testing	
• A few different weapons (Anton, Jakob, Peter)	14h (11h)
○ Create different weapon models (not necessarily gfx)	7h
○ Have a way of switching between weapns to test	1h
○ Equip enemies with weapons	2h
○ Unit testing	1h
• See a moving background (Marc, Simon)	20h (22h)
○ Have camera follow ship	1h
○ Draw parallax background	10h
○ Implement structure for 3 background speeds	4h
• Pause my game (Marc)	3h (2h, 58m, 32s)
○ Don't update logic	5m
○ Show pause message/screen	
■ GUI camera (only focused on screen)	1h 40m
■ GUI batch, for GUI camera	20m
○ Handle callback to start game again	
• Different enemies (Anton, Jakob, Peter)	7h (8,5h)
○ Create enemy models with different speeds	3h
○ Make enemy models with different weapons	0.5h
○ Make enemies able to follow movement patterns	3h
○ Make a few unique movement patterns	2h

Definition of done:

When all classes are documented (both javadoc and normal), tested and confirmed by a group member other than the author.