

# 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**

