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)	
o <mark>Graphics</mark>	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		

36h

receive achievements(Anton, Simon)

	0	Boss enemies			10h (10h)			
	0	Unit tested						
	0	Enemy/Weapon	<mark>variet</mark> y		1h			
	0	Fight Al			10h (9h)			
			one but needs to be st	<mark>ructured and se</mark> p	<mark>parated from main co</mark>	<mark>onte</mark> nt		
		<mark>in bosses</mark>						
			t until the boss is dead	I	25h (10h)			
		Graphics enemie			10h			
•	 Modify my ship in order to defeat harder enemies, have a 							
		arious game pla	• • • •					
	•	, Jakob, Peter, S						
		Create loadout s			15h (16h)			
	_	Create menu for	12h (7h)					
			ns reflect on ship ingar					
Be able to die / game over in order to know complete a game								
	_	, Peter, Anton)			41-741-1			
	 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)			