Sprint 4

Duration: 7/10 - 11/10

🟥 = Not yet started

🟨 = Not yet completed

🟩 = Completed

User stories not done from previous sprints

- **Modify my ship (loadout screen) (Jakob)**
  - ○ Create the actual content
  - ○ Create menu
  - ○ Be able to select the different equipment
  - ○ Visually show them
- **Have bosses to defeat (Anton, Simon)**
  - ○ Unittested
  - ○ Fight AI needs to be structured and separated from main content in boss class
  - ○ Graphics
- **Enable power-ups for my ship (Anton, Jakob)**
  - ○ Primary weapon fires automatically
  - ○ Heavy/secondary weapon fires at touch on right half
  - ○ Button for special ability (bottom-right)
  - ○ Special ability button signals availability
  - ○ Controls for fire system
- **Obstacles in the game (Sebastian)**
  - ○ Graphics
- **Game map (Sebastian, Joel)**
  - ○ Enemy content and graphics
- **As a user I need to see an icon and a name for the game (Marc, Anton)**
  - ○ Optimal for game and battery
  - ○ Name for application
  - ○ Icon for application
- **Score to measure my abilities (Marc)**
  - ○ What gives you score?
    - ■ Score for kill
    - ■ Score for time alive
  - ○ Store the score while playing
  - ○ Display the score ingame
  - ○ Display the score on the gameover screen
  - ○ Display health of the ship

User stories this sprint

- **General settings (Marc, Peter)**
  - ○ Menu screen
  - ○ The different "settings" to adjust
- **Choose in-game setting (Anton)**
  - ○ Ingame settings screen
  - ○ The different "settings" to adjust
- **Loading screen (Peter)**
  - ○ Creating the screen graphics
  - ○ Loading of assets asynchronously while showing progress
- **Hear sound effects (Joel, Sebastian, Simon)**
  - ○ Creating the sound effects
  - ○ The bindings from when they should be activated to the class playing them
- **Hear music (Joel, Sebastian, Simon)**
  - ○ Creating the music to play
  - ○ When to play the music
  - ○ Where to play the music
  - ○ How to play the music

Fixes to be made
- Svart skärm då segments ändras   Joel, Jakob
- Saker som kommer in i viewporten   Peter
- Spelet stannar vid lås/låsupp   **(FIXAT)**
- Dynamisk segmentrendering   Marc
- Copy movement pattern   Sebastian

Cleanup
- Remove dependencies as discussed during spring planning.   Joel, Sebastian