

Sprint 2

Duration: 23/9 - 26/9

User stories to be completed

	Estimate time (actual time)
<ul style="list-style-type: none"> • Hit enemies / Get hit by enemies (Joel, Sebastian) 	20h (21h)
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Get collision working in general 	3h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Have projectiles react to collision 	4h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Have entities react to projectiles 	4h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Have entities take the appropriate action (health etc) when hit 	2h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Disable friendly fire (devide into teams) 	3h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Unit testing 	5h
<ul style="list-style-type: none"> • Modify my ship (Anton, Jakob, Peter) 	15h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Set up separate screens functionality 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Create menu for ship modification 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Have modifications reflect on ship ingame 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Unit testing 	
<ul style="list-style-type: none"> • A few different weapons (Anton, Jakob, Peter) 	14h (11h)
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Create different weapon models (not necessarily gfx) 	7h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Have a way of switching between weapns to test 	1h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Equip enemies with weapons 	2h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Unit testing 	1h
<ul style="list-style-type: none"> • See a moving background (Marc, Simon) 	20h (15h)
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Have camera follow ship 	1h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Draw parallax background 	10h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Implement structure for 3 background speeds 	4h
<ul style="list-style-type: none"> • Pause my game (Marc) 	3h (2h, 58m, 32s)
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Don't update logic 	5m
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Show pause message/screen 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> ■ GUI camera (only focused on screen) 	1h 40m
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> ■ GUI batch, for GUI camera 	20m
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Handle callback to start game again 	
<ul style="list-style-type: none"> • Different enemies (Anton, Jakob, Peter) 	7h (8,5h)
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Create enemy models with different speeds 	3h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Make enemy models with different weapons 	0.5h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ Make enemies able to follow movement patterns 	3h
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ 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.