

Sprint #3 Retrospective: Creatures and Cannons

Sprint #3 Backlog Progress

#	Status	Use Case Title
1	Complete	Player knows what type of entity it is overlapping with
2	In Progress	Clients and server are synchronized
3	Complete	Player can choose Character
4	In Progress	Player can shoot

Product Backlog After Sprint #3

#	Use Case Title
1	All animations are synchronized and running on correct timers
2	Players interact with other players and projectiles
3	Game Start and End Conditions
4	Players' Death Conditions

Sprint #3 Definition of Done

- **Use Case #1 Tests - Pass**
 - There exists a function for this already built in to the QGraphicsItem class
- **Use Case #2 Tests - Partial Pass**
 - All clients share the same view, (until death/disconnect)
- **Use Case #3 Tests - Pass**
 - A pop-up allows character selection
- **Use Case #4 Tests - Partial Pass**
 - Animated sprites and graphics code exist for each character to shoot

Hours Expended for Sprint #3

- Alex Thomas - 4 hrs
- Garrett Sutton - 1 hrs
- Isaiah Denard - 4 hrs
- Elijah Moore - 5hrs
- Noah Sickels - 5hrs