

# Sprint #2 Retrospective: Creatures and Cannons

## Sprint #2 Backlog Progress

#	Status	Use Case Title
1	Complete	Create Sprites for Each Entity Type
2	Complete	Move Player
3	In Progress	Configure Network/Initialize Game
4	Blocked	Spawn Enemies

## Product Backlog After Sprint #2

#	Use Case Title
1	Player can choose Character
2	Synchronize Clients
3	Player can take damage from overlapping Entity
4	Player can shoot

## Sprint #2 Definition of Done

- **Use Case #1 Tests - Pass**
  - Sprites exist for each entity type in the final game
- **Use Case #2 Tests - Pass**
  - Player animates properly
- **Use Case #3 Tests - Partial Pass**
  - Entities Stay Refreshed in server Database
  - Server is aware of all players
- **Use Case #4 Tests - FAIL**
  - Enemies appear on screen

## Hours Expended for Sprint #2

- Alex Thomas - 12hrs
- Garrett Sutton - 15 hrs
- Isaiah Denard - 8 hrs
- Elijah Moore - 24hrs
- Noah Sickles - 24 hrs
  - Total - 83 hrs