

Sprint #1 Retrospective: Creatures and Castles

Sprint #1 Backlog Progress

#	Status	Use Case Title
1	Yellow	Create Sprites
2	Yellow	Move Player
3	Red	Configure Network
4	Red	Enemies Created

Product Backlog After Sprint #1

#	Use Case Title
1	Complete sprites for each entity type
2	Move Player
3	Initialize Game and Complete Network Config
4	Enemies Created

Sprint #1 Definition of Done

- **Use Case #1 Tests - Partial Pass**
 - Sprites exist for most main entity types and graphics display module is functioning as intended
- **Use Case #2 Tests - Partial Pass**
 - Character animates properly and displays to screen. Logic needs to be added for button interaction and coordinate updates,
- **Use Case #3 Tests - Fail**
 - Network is not functioning as intended, however, most of the framework is in place
- **Use Case #4 Tests - Fail**
 - This was not tackled this sprint

2023F - CPE 353

Hours Expended for Sprint #1

- Alex Thomas - 18hrs
- Garrett Sutton - 9hrs
- Isaiah Denard - 10hrs
- Elijah Moore - 25hrs
- Noah Sickles - 18hrs
 - Total - 80hrs

Alex Thomas, Garrett Sutton, Noah Sickles, Isaiah Denard, Elijah Moore