

Sprint #3 Plan: Creatures and Cannons

Proposed Sprint #3 Backlog

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

Projected Product Backlog After Sprint #3 Completion

#	Use Case Title
1	Player can take damage and die
2	Add bases
3	Add ground tiles
4	

Sprint #3 Definition of Done

- **Use Case #1 Tests**
 - There exist sprites with at least an idle animation for all sprites in the final game
- **Use Case #2 Tests**
 - Clients see entities spawn and move at the same time.
- **Use Case #3 Tests**
 - Enemies make a bee line for nearest player
- **Use Case #4 Tests**
 - The player can place a turret into the world

Resource Allocation for Sprint #3

- Alex Thomas - Player knows what type of entity it overlaps with
- Garrett Sutton - Player Chooses Character
- Isaiah Denard - Player Shoots
- Elijah Moore - Synchronize Clients and Server
- Noah Sickles - Synchronize Clients and Server