Sprint #4 Retrospective: Creatures and Cannons

Sprint #4 Backlog Progress

#	Status	Use Case Title
1		All animations are Correct
2		Players interact with other players and projectiles
3		Game Start and End Conditions
4		Players' Death Conditions

Sprint #4 Definition of Done

- **Use Case #1 Tests - Pass**
  - All animations for all entities display when conditions are met
- **Use Case #2 Tests - Pass**
  - Players take damage only from enemy projectiles
- **Use Case #3 Tests - Pass**
  - Game can initialize
- **Use Case #4 Tests - Pass**
  - Players can die successfully

Product Backlog After Sprint #4

#	Use Case Title
1	Add Power Ups
2	Character Stat Differentiation
3	Additional Character Options

Additional Progress From Sprint #4

#	Additional Features Completed
1	Fancier Map

Hours Expended for Sprint #4

- Alex Thomas - 21 hrs
- Garett Sutton - 12 hrs
- Isaiah Denard - 6.5 hr
- Elijah Moore - 18.5 hrs
- Noah Sickels - 20 hrs

Alex Thomas, Garett Sutton, Noah Sickels, Elijah Moore, Isaiah Denard