Sprint #4 Plan: Creatures and Cannons

Proposed Sprint #4 Backlog

#	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

Projected Product Backlog After Sprint #4 Completion

#	Use Case Title
1	Extra Character Options
2	Fancier Maps(Barriers?)
3	`Character Stat Differentiation
4	Add Power Ups

Sprint #4 Definition of Done

- **Use Case #1 Tests**
  - Animations run smoothly and function with hitboxes properly
- **Use Case #2 Tests**
  - Players take damage from projectiles and can't move through objects
- **Use Case #3 Tests**
  - Game starts and ends under particular circumstances
- **Use Case #4 Tests**
  - Players despawn upon reaching 0 HP

Resource Allocation for Sprint #4

- Alex Thomas - Case 1
- Garett Sutton - Case 4
- Isaiah Denard - Case 2
- Elijah Moore - Case 4
- Noah Sickels - Case 2/3

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