

Sprint #1 Plan: Creatures and Castles

Proposed Sprint #1 Backlog

#	Use Case Title
1	Create Sprites
2	Move Player
3	Configure Network
4	Enemies created

Projected Product Backlog After Sprint #1 Completion

#	Use Case Title
1	Add Sprites to Players
2	Create Resources
3	Configure Map Data
4	Add Sprites to Enemies

Sprint #1 Definition of Done

- **Use Case #1 Tests**
 - Player can choose an avatar
- **Use Case #2 Tests**
 - Player should move in any direction
- **Use Case #4 Tests**
 - Enemies will spawn near the player

Resource Allocation for Sprint #1

- Student #1 - Create Sprites and Graphics Module
- Student #2 - Configure Network and Server
- Student #3 - Create Resources
- Student #4 - Create Players
- Student #5 - Create Enemies