

Sprint #2 Plan: Creatures and Castles

Proposed Sprint #2 Backlog

#	Use Case Title
1	Complete Sprite for each entity type
2	Move Player
3	Initialize Game
4	Spawn Enemies

Projected Product Backlog After Sprint #2 Completion

#	Use Case Title
1	Animate Graphics
2	Player vs Environment Interactions
3	Player vs Enemy Interactions
4	Enemy Movement/AI

Sprint #2 Definition of Done

- **Use Case #1 Tests**
 - Game functions can access at least one pixmap per entity type
- **Use Case #2 Tests**
 - Player spawns in when called and can navigate the screen
- **Use Case #3 Tests**
 - Initial conditions enacted when game connects
- **Use Case #4 Tests**
 - Enemies spawn when called

Resource Allocation for Sprint #2

- Student #1 - Complete a base Enemy, Resource, and Structure sprite
- Student #2 - Initialize Game(network side)
- Student #3 - Initialize Game(local side)
- Student #4 - Player Movement
- Student #5 - Spawn Enemies