

## ***Sprint Report 5***

***Sprint Duration:*** 3 weeks (08.01 –22.01)

### ***Sprint Goals:***

- Players Inventory
- Spawning Rate
- Testing

***Players inventory-*** This is crucial for the overall economy of the game. The player can gain money and materials in his inventory, which then can be used to upgrade the buildings from his kingdom.

-Item list

-Inventory List View

-Contains materials

***Spawning Rate-*** Set and implement the spawning rate of the enemies (how many of them, how often). This needs to be set precisely, as the enemies are the primary obstacle in winning the game

-How often the enemies should spawn

-How powerful are the enemies

-Healthbar of the portal

***Testing-*** Testing the game in different environments, trying to win, trying to lose, save, enemies, upgradable buildings and all the features

