

Sprint Report 4

Sprint Duration: 3 weeks (04.12 – 22.12)

Sprint Goals:

- Upgradable Buildings
- Portals that spawn enemies

Upgradable Buildings– The buildings that were added in the previous sprint need to be upgradable for a given price (materials)

- Set how many levels of upgrading each building has
- Decide the price for upgrade
- Decide the features that come with the upgrade of the specific building

Portals- Implemented at the edge of the map, they have a healthbar so you can destroy them and then enemies stop spawning.

- Spawn enemies at the end of the map
- Enemies want to catch the crown
- Spawning number depending on the level of the townhall