

Sprint 3 Report “Busters”

Team LFG-BLUE-TEAM, November 11 - 26

Things we should stop doing:

- We should stop trying to work on different style of enemy spawns
- Stop working on power up system
- Stop working on the shop menu
- Stop working currency option

Action to start Doing

- Pick one of the enemy spawns method
- Work on sprites not going off the screens (collision detections)
- Fix bullet position where its not coming off of the player center position
- Fix bug where bullet.kill() in enemy is not being called unless the fire button is released
- Work with new member to catch up on our tech

Actions to keep Doing

- Continue working on enemy functions
- Continue working on fire rate
- Work on enemy spawn and scaling
- Working on basic mechanics
- Work on collision detection
- Maintaining gitHub don't break master

Work completed

- Incremented a higher score system!! Now increases score
- Upgrade system works
- Shoot faster, move faster, more lives upgrade complete
- Enemy drops power up
- Players can collect drops and used power ups

Work not completed

- Balanced upgrade system still needs work
- Need to work on balancing enemy spawn
- Enemy movement and scaling

Work Completion Rate

- **TOTAL WORK HOUR:** ~3 hours per members
- Task complete: 5
- Length of sprint: 14 days including Thanksgiving weekend
- Ideal work hours: ~5-6 hours per member but give a little leniency since was Thanksgiving break

