

Sprint 3 Backlog

Student Name: Benjamin McDonnough

Group Name/Project Title: *Escape the Wizard's Hut* – VR puzzle

Sprint Number: 3

Planned Tasks and Features:

- Create actual voice lines for the mushroom man (wizard)
- Make text that appears when the vision potion is drank
- Create the last puzzle to escape the wizard's hut
- Any last minute polishing. Music?

Current State of Features:

- The functionality of the voice lines is complete, I just need to write and record the actual voice lines.
- I know how to make the potion do something, I just need to implement that for the vision potion.
- Everything is in place, I just need to get all the pieces to work together.

Alignment with Team Goals:

These tasks align with the team goals to incorporate a compelling surrounding area for the player to explore and interact with. This also allows for the continuation of the functionality of the escape room.

Anticipated Challenges:

I anticipate the most challenging part of this sprint is getting the vision potion to work. It shouldn't be very difficult, but issues might arise when implementing the functionality of it.