



WING IT!

JOHN NGUYEN, ZACH LOCKE, BRAD MANCINI



Team Fowl Play Productions (Wing IT!) Sprint 3 Planning Document

1. SPRINT OVERVIEW

1.1. IN THE SPRINT I PLAN TO WORK MORE ON THE MUSIC AND SOUND EFFECTS AS WELL AS BEGIN BUILDING THE STAGES IN GAME.

1.2. ZACH LOCKE

1.3. BRAD MANCINI

1.4. COMPLETION OF TASKS AND IMPLEMENTATION

2. CURRENT SPRINT DETAIL

2.1. USER STORY

The user should be able to enjoy relatively good level design, while playing through the game as well as hear some sound effects and music while playing.

2.1.1. Tasks

Task description	Estimated time	Owner
Make more music of any quantity. (probably 1 song)	10	Brad Mancini
Layout at least 6 levels and stage layouts	10	Brad Mancini
Make some sound effects	4	Brad Manicni

2.1.2. Acceptance criteria

Example: if this user story is implemented successfully, a player will have some levels to play on as well as hear some music and sound effects.