

*Wing it!*

John Nguyen, Zach Loch, Brad Mancini



**Team *Wing it!* Sprint 2 Planning Document**

# Sprint overview

## Overview

Each team member will continue to make progress within their respective departments.

## Scrum master

John Nguyen

## Scrum meeting times

3/16/2020 || 11:00 - 12:00

## Risks/Challenges

* Due to the current epidemic, the team members are not able to meet in person.
* New skills must be acquired to complete the current tasks.
  + Music creation and editing
  + Working with Unreal Engine in a 2D Environment (Paper2D)

# Current sprint detail

## User story

As a user, I should be able to enjoy the visuals that make up the game world.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Finalize player character sprite sheet/animations | 10 hours | Zachary Loch |
| Create a tileset for the first level | 3 hours | Zachary Loch |
| Begin to design rooms for each of levels | 4 hours | Brad Mancini |

### Acceptance criteria

If this user story is completed successfully, the player character will be fully animated, and the first level can be built in the future.

## User story

As a user, I want to be able to defeat enemies and have a populated level.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Basic combat | 3 hours | John Nguyen |
| Game Over | 0.5 hours | John Nguyen |
| Polish off player movement based around the combat | 3 hours | John Nguyen |

### Acceptance criteria

The user will be able to fight and defeat enemies. If the player loses all their health, they will receive a Game Over. If the player depletes the enemies’ health, the enemy is defeated and will be removed from the level.

## User story

As a user, I would want to hear sound effects and music play as I play the game.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Create 2 general tracks for the game | 10 Hours | Brad Mancini |
| Prepare to create sound effects | 2 Hours | Brad Mancini |

### Acceptance criteria

If this user story is implemented successfully, a user should be able to hear music and sound effects play as they do various things through the game.