

*Wing it!*

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DeSales University

CS356

**Team *Wing it!* Sprint 3 Planning Document**

# Sprint overview

## Overview

I will be further working on player control/movement and combat as well as starting on item pickups.

## Team Leader – Zach Loch

## Scrum master – Brad Mancini

## Risks/Challenges

Due to the current epidemic, the team members are not able to meet in person.

# Current sprint detail

## User story

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

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Player attacks & hit boxes | 4 hours | John Nguyen |
| Enemy drops | 2 hours | John Nguyen |
|  |  |  |

### Acceptance criteria

Player can attack and dispatch and enemy and the enemy leaves behind an item to pick up.

## User story

As a user, I should be able to traverse and maneuver around the level comfortably.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Air movement | 1.5 hours | John Nguyen |
| Dashing/Running/Sprinting | 1 hour | John Nguyen |
|  |  |  |

### Acceptance criteria

The player can make a slow descent through the air and can hold a button down to increase ground movement speed.