

*WING IT!*

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CS356

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

# Sprint overview

## Overview

Now that general assets for the first level’s environment and enemies are complete, Actual game construction can occur, while other team members finalize gameplay mechanics and begin working on future level assets.

## Team Leader

Zachary Loch

## Scrum master

Bradley Mancini

## Risks/Challenges

None that I can think of.

# 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 |
| Create a basic tileset for level 2 | 2 hours | Zachary Loch |
| Create a basic tileset for level 3 | 2 hours | Zachary loch |
| Create a basic tileset for level 4 | 2 hours | Zachary Loch |

### Acceptance criteria

If the user story is implemented correctly, other team member should be able to start building 3 more levels in unreal.

## User story

*As a player, I want to enjoy boss fights with aesthetically pleasing characters.*

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Create sprites and animations for the first boss fight | 13 hours | Zachary Loch |

### Acceptance criteria

If the user story is implemented correctly, all art assets will be ready to begin building the first boss fight in unreal engine.