

*Wing it!*

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DeSales University

CS356

**Team *Wing it!* Sprint 4 Planning Document**

# Sprint overview

## Overview

I will concentrate on scripting a good boss fight as well as transition points between rooms. I may also refine any mechanics based on how the design of the boss fight goes.

## Team Leader – Zach Lock

## 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 player, I want to enjoy defeating a challenging enemy at the end of a level.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Boss battle | 8 hours | John Nguyen |
|  |  |  |
|  |  |  |

### Acceptance criteria

The boss should be able to attack, move, and be winnable. The boss should not feel too hard nor too easy.

## User story

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

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Final changes/fixes to movement | 0.5 hours | John Nguyen |
| Transitioning between rooms | 0.2 hours | John Nguyen |
| Testing | 1 hour | John Nguyen |

### Acceptance criteria

The level feels suitable for beginner play. The level helps introduces and takes advantage of the core mechanics. When the player reaches the end of one room, they are teleported to the next room.