

Wing It!

John Nguyen, Zachary Loch, Bradley Mancini



[Date]

DeSales University

CS356

**Team Fowl Play Sprint 4 Planning Document**

# Sprint overview

## Overview

This sprint will focus on finalizing the current state of the project to be somewhat of a demo for game which would be getting a full release much later in time. This includes the last bit of visuals, gameplay, and uniting what’s already been created.

## Team Leader

Still Zachary Loch.

## Scrum master

## Risks/Challenges

At this point, we all know how to use the software we’re each working with, there’s just a few kinks to work out.

# Current sprint detail

## User story

As a user, I want to be able to enjoy the visuals of the game world as I’m playing it.

<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Drawing backgrounds for level 0-1, 0-2, 1-1, 1-2, and the level 1 Boss Room | 15 hours | Zachary Loch |
| Drawing a small, animated item to be dropped by enemies | 1.5 hours | Zachary Loch |

### Acceptance criteria

If the task is completed successfully, the player will be able to enjoy beautiful backgrounds as they traverse the demo, and pick up animated healing items