Bombertale

4/11/2016

**Sprint Report 1**

**What we did this Sprint:**

We finished a basic Bomberman game with local multiplayer for 4 players. We have four basic power ups that will give the player extra bombs, explosion size, invulnerability for a few seconds, and speed up. We also use assets from the game Undertale for our players and general UI. Finally, we have characters that play until one is alive and then an end screen with the player that won will show. We decided to do local multiplayer for more accurate testing and preparation for networking – it was simply multiplying the single player script 4 times.

**What we didn’t do this Sprint:**

* Create basic AI for single player because we were focused on creating the core aspects of the game including the ability to play with others locally.
* Adding more power ups because we wanted to start it simple with a few.
* Also creating an end screen that keeps track of how many wins a player has simply because of time issues.

**Other Challenges/Obstacles/Impediments:**

Meeting times were difficult since we currently have one meeting day where the whole group will meet. If we have separate meeting days, we would be able to layout the hours to work and be more efficient in time management instead of focusing on the task through many hours.

**What can be done better as a Team:**

More discussion, pair programming, and meetings will help us succeed. Individually, we need to stop getting distracted and focus on the task during work times.

**Technical Plans for next Sprint:**

We plan to follow along with the requirements of the milestones while improving our game. We will plan for daily goals to meet to finish up a basic tutorial of our game as well as ongoing gameplay that feels more fluid. This includes better transitioning, possibly more power ups, and removing some glitches in our game.