Sprint 1 Completed Tasks/User Stories

Sprint 1 Completed User Stories					
ID	As a	I want to	So that	Acceptance Criteria (format: use keywords Given, When, Then)	Status
US 1	Player/ Customer	control a tank with a keyboard	I can move around the battlefield and engage in combat with other tanks.	Scenario: Tank Movement Given: The player is on the game screen When: The player presses the arrow keys on the keyboard to control the tank's movement Then: The tank moves in the direction of the arrow key that was pressed.	Completed
US 2	Player/ Customer	fire my tank's cannon	I can destroy enemies' tanks.	Scenario: Firing the Cannon Given: The player is on the game screen When: The player presses the spacebar on the keyboard to fire the cannon Then: The tank fires a shell in the direction it is facing.	Completed
US 3	Player/ Customer	have a single-player mode	I can practice my skills and strategies against AI-controlled tanks.	Scenario: Single-player mode Given: The player is on the game screen When: The player selects the Game Start option Then: The game starts in single-player mode, with AI-controlled tanks as enemies and allies.	Completed
US 5	Player/ Customer	have enemies and allies	I can experince different situtations and have more fun	Scenario: Enemies and Allies Given: The player is on the game screen When: The game starts Then: Enemies and allies are present on the battlefield, and the player can differentiate between them.	Completed
US 6	Player/ Customer	have a scoreboard that shows my score	I can see how many score I get.	Scenario: Scoreboard Given: The player is on the game screen When: The game is in progress Then: The scoreboard displays the player's score	Completed
US 7	Player/ Customer	have multiple lives	I'm not gonna let one mistake end the game	Scenario: Multiple Lives Given: The game is in progress When: The player's tank takes damage Then: The tank loses a life, and the player can continue playing with the remaining lives.	Completed
US 12	Player/ Customer	have different kind of enemies	enrich my game experience	Scenario: Different Types of Enemies Given: The game is in progress When: The player encounters different types of enemy tanks Then: The player experiences a variety of gameplay challenges.	Completed
US 15	Player/ Customer	see the lives status of my tank	I can know how much damage I can sustain	Scenario: Lives Status Given: The game is in progress When: The player's tank takes damage Then: The lives status of the tank is updated to reflect the remaining health.	Completed
US 19	Player/ Customer	want enemies and friends to respawn constantly	I can constantly encounter new situations to enrich my experience	Scenario: Enemy respawn Given: The player starts a game When: The player destroys an enemy tank Then: A new enemy tank immediately appears on the battlefield When: The player's ally tank is destroyed Then: A new ally tank immediately appears on the battlefield	Completed

Sprint 1 Burndown Chart