Sprint 3

Date started: 22 december – 15 januray

**Backlog**

* Take Items from Npc – Balauta-Amargheoalei Albert-Ionut
* Create Setting Scene – Dirva Nicolae
* Create Menu Scene – Oprea Tudor && Balauta-Amargheoalei Albert-Ionut
* Inventory State Persistence Between Scenes – Dana Mihai-Razvan && Furdui Vlad-Rares
* Create Inventory – Dana Mihai Razvan && Furdui Vlad-Rares
* Create chat - decline
* Portal teleportation – all team
* Avatar movement physics for each map – all team
* Detect bumps and collisions in map – George Boboc && Oprea Tudor
* Create different mobs - all team
* Create design for each map -all team
* Attack implement – George Boboc
* Create 6th map - decline

**Status items**

