# **Sprint Planning Document**

## **Sprint Goal**

"Develop and implement the core enemy AI behaviors for the Knights in *Gnomes vs Knights* to ensure realistic movement and attack patterns based of the EA Plants vs Zombies mobile game.."

## **Team Capacity Calculation**

* **Number of Team Members:** 4
* **Hours per Day per Team Member:** Average of 2.25 hrs per day
* **Sprint Duration (Days):** 7 days
* **Total Available Working Hours:**
* Trevor \* 4 hours per day \* 7 days in sprint = 28 hrs
* David \* 2 hrs per day \* 7 days in sprint = 14 hrs
* Dylan \* 2 hrs per day \* 7 days in sprint = 14 hrs
* Xane \* 1 hr per day \* 6 days in sprint = 6 hrs
* Total: Trevor + David + Dylan + Xane = 62 hrs  
    
  \*\* (possibly more personal hours on the weekends)

## **Product Backlog Review & Task Selection**

## **Total Story Points Committed**

"Total Story Points: 38"

## **Sprint Backlog & Task Assignments**

| Task | Assigned To | Status |
| --- | --- | --- |
| Task 1 | [Team Member] | To Do |
| Task 2 | [Team Member] | In Progress |
| Task 3 | [Team Member] | To Do |

## **Link to Scrum Board**

<https://scrumproject2025.atlassian.net/jira/software/projects/SCRUM/boards/1>

## **Additional Notes**

(Include any relevant notes about team availability, potential risks, or considerations for workload distribution.)