**Sprint 2 Plan**

**Goal:** This sprint will primarily be for enemy design and challenge. We will attempt to add multiple types of enemies to the game which interact with the snake correctly

Story

Points

(2) As a designer, I want walls to distinguish sections of the game from each other (...)

* (1) Design wall
* (1) Apply collision

(3) As a designer, I want a visual representation of enemies on the screen.

* (3) Design several enemy types’ appearance

(2) As a designer, I want a visual representation of “bullets” on the screen.

* (1) Design bullet appearance(s)
* (1) Assign bullet sprites to bullet instances

(5) As a gameplay programmer, I want stationary enemies which shoot in directional

patterns to keep the player active and aware.

* (2) Design bullet patterns and frequency
* (2) Implement bullet patterns
* (1) Test for difficulty (?)

(5) As a gameplay programmer, I want enemies that shoot at the player to keep the player

active and aware.

* (2) Implement tracking mechanism for determining aim
* (2) Determine range of bullet frequencies or just decide on one.
* (1) Test for difficulty (?)

(5) As a gameplay programmer, I want enemies that chase the player to keep them active

and aware.

* (2) Implement tracking mechanism, or perhaps use the one for the active shooting enemy
* (2) Adjust for chasing speed
* (1) Test for difficulty (?)

(3/5) As a player, I want a way to deal with enemies that are actively attacking me.

* (0) implement snake ability to eat enemies depending on relative “level” [done during sprint 1]
* (3) Assign each enemy/enemy type their own level
* (optionally 2) give snake a “sprint” ability for a short duration of higher speed, can be useful for running from chasers

(8) As a player, I want to be able to progress through the game.

* (5) Design a set of rooms for snake to explore
* (1) Place food items in a few rooms
* (2) Place enemies in an interesting way

**Team Roles:**

Chase: Developer and Product Owner

Alec: Developer

Kristy: Developer and Scrum Master

Paula: Developer

**Initial User Story Assignment:**

Chase: Enemies that chase the player

Alec: Design set of rooms

Kristy: Stationary enemy shooting bullets

Paula: Enemy art

**Initial Burnup Chart:**

(Assuming this sprint started on Monday the 25th)

33 story points / 14 days = 2.36 story points per day / 4 people = 0.59 story pts per

member per day

**Scrum Times:**

Sunday: 5:00 - 6:00pm

Wednesday: 10:45 - 11:00am

Friday: 10:45 - 11:00am

Weekly meeting with TA: Wednesday