**Sprint 3 Plan**

**Goal:** This sprint will primarily be for bringing the game together to create a fun experience. We will need to finalize world design and place enemies to match that design as well as create a win state for the player.

Story

Points

(7) As a player, I want to be able to win the game.

* (2) Decide on a win state
* (5) Implement win state

(13) As a game designer/player, I want the game to be challenging but not unfair.

* (3) Plan out number of enemies and their placement in rooms
* (5) Place appropriate enemies in rooms following that plan
* (5) Playtest for difficulty and balance accordingly

(8) As a player, I want a larger number of enemies to fight against.

* (5) Create varied enemies
* (3) Playtest for balance

(11) As a game designer, I want a form of progression to get from one room to the next

* (3) Create doors to block players from progressing
* (8) Create a state for the players to be able to pass through (ex. killing all enemies)

(6) As a game designer, I want sounds attached to actions in the game to provide a better

overall feel.

* (3) Find sounds online to use in the game
* (3) Attach sounds/music to in-game actions

~optional~

~(13) As a player, I want to have a map so I can keep track of where I’ve been.

**Team Roles:**

Chase: Developer and Product Owner

Alec: Developer

Kristy: Developer

Paula: Developer and Scrum Master

**Initial User Story Assignment:**

Chase: As a player, I want a larger number of enemies to fight against.

Alec: Plan rooms and enemy placement

Kristy: Implement enemy/door-based room progression

Paula: Find sounds online / more sprites

**Initial Burnup Chart:**

(45) story points / (18) days = (2.5) story points per day / 4 people = (0.625) 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