

## Sprint Meeting Results for Sprint 4

What is your Sprint Goal?

One major goal is to implement animations, which will require programming and artwork. We also plan on cleaning up our code to run more efficiently and adding alternate controls for the player's weapon, which is very important for a game designed for lower-power computers and computers that might only have access to a keyboard. Finally, we will calculate scores, create win/lose screens, and add a settings menu.

Who is the Scrum Master for this Sprint?

Michelle

What tasks will you complete during this Sprint?

Task	Owner	Estimated Time to Complete
Character design sketches for Cat	Yasemin	30 minutes
Finalized character design drawn digitally for Cat	Yasemin	120 minutes
Walking animations for Cat	Yasemin	120 minutes
Vacuuming animations for Cat	Yasemin	120 minutes
Idle animation for Cat	Yasemin	120 minutes
Creating the animator	Nate	100 mins
Time delta	Nate	30 minutes
Giving player a PNG that's the right size and centered in the center	Nate	150 mins
Calculate scores based on the sizes of the platforms destroyed	Michelle	150 minutes
Calculate scores based on total number of platforms vs the number of platforms destroyed	Michelle	50 minutes
Add a bonus score when the player wins the game	Michelle	30 minutes
Balance scoring system	Michelle	50 minutes
Create an end screen that displays the score and whether the player wins or not	Michelle	100 minutes
Alternate controls for player weapon	Kirill	100 mins
Research buttons and local storage for extensions	Kirill	75 mins
Add a settings button and popup to the extension window	Kirill	25 mins
Add volume support to the game	Kirill	75 mins
Separating code into classes	Kirill/Nate	150 mins