

# Heading

Product Name		Simulated evolution project	
Team name		Everstone	
Sprint completion date		Tues. 10/24/23	
Revision number	3	Last revision	10/23/23

**Goal:** To create a simple evolution simulator with reduced graphics, simple genomes, and few environmental factors

## Task listing, organized by user story

<b>User Story 1:</b> <a href="#">As a student, I want to create an organism that can react to its environment</a>		
Task number	description	Time estimate(hours)
1	Create a Genome data structure that represents all features an organism has	5
2	Create organism movement behavior system component	5
3	Create systems for organism to draw information from its environment	4
4	Create systems for organism to utilize information from its environment	3
Total time estimate for User Story 1		17

<b>User Story 2:</b> As a student, I want to see an organism live in an environment		
<b>Task number</b>	<b>description</b>	<b>Time estimate(hours)</b>
<b>1</b>	Create a simulation space(environment) interface	3
<b>2</b>	Create frontend for user to see organism and genome in simulation space	7
<b>Total time estimate for User Story 2</b>		10

## Team Roles

“The Scrum Master changes after every Sprint among”

Name	Role {Team Member, Product Owner, Scrum Master}
Justin	Product Owner
Will	Team Member
Carson	Team Member
Jaylon	Team Member
Kristian	Scrum Master

## Initial Task assignment

“For each person, what is their first task?”

Name	User story	Initial task(s)
Justin	User story 1	3, 4
Will	User story 1	1, 2
Carson	User story 1	1, 2
Jaylon	User story 1, User story 2	1.1, 2.1

Kristian	User story 2	2
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