

Sprint	Task	Time Estimate	Time spent	Date range
1	View- Create main menu	1	0.5	November 7
	Model- create randomly generated food in the grid	1	1	
	Controller- add menu interaction (buttons)	0.5	0.5	
	Create game loop	2	4.5	
	Model- create "move" effect	2	2	
	Model- create simple Snake	2	2	
	View- create Map (empty grid)	2	1	
	View- create a placeholder "Options" menu	0.5	0.25	
	Controller- "Play" leads to an empty grid	1	1	
	Model- add "grow" effect when food is eaten	1	0.5	November 12
2	Bug fix-food doesn't move to new point when eaten	2	0.25	November 13
	Buf fix- running off edge causes error messages	1	0.5	
	Options- map size choice	1	0.75	
	Actual options menu	1	1	
	Options- change snake speed	0.5	0.75	
	View- put How-To on main menu	0.5	0.25	
	Bug fix- playing a second time doesn't work	2	1	
	If head hits body, die	1	0.5	
	If head hits wall, die	1	0.5	
	Bug fix- snake should not move in opposite direction	0.5	0.25	
	Bug fix- first food has no effect in subsequent games	0.5	0.25	
	Implement score and display during the game	2	1	November 26
3	Put stop button on Play screen	1	0.25	November 26
	Implement Leaderboard	3	2	
	Make map clearly visible	0.25	2	November 30
4	Easter egg	2	2	November 30
				December 3
	Total:	32.25	26.5	