	Description of Requirement	Story Points	Priority	Sprint No.
1	User Interface menu	8	1	1
2	First person move controller	8	1	1
3	First person FOV controller	8	1	1
4	First person sound effect	3	1	1
5	Design base map models	5	2	2
6	Design building models	5	2	2
7	Design enemy models	5	2	2
8	Design weapon models	5	2	2
9	HP script	5	3	3
10	Collision for enemy/characters	8	3	3
11	Weapon/bullet collision feedback	13	3	3
12	First person animation controller	8	3	3
13	Enemy animation controller	13	3	3
14	First person UI/UX	8	4	4
15	Interactive characters	13	4	4
16	Interactive items on map	13	4	4
17	Interactive map model	8	4	4
18	Dialogue bubbles	5	4	4
19	BGM for game	1	5	5
20	Sound effect	2	5	5
21	mini map	5	5	5
22	Story design	2	5	5
23	Character Hp	2	6	6
24	Snow particle	5	6	6
25	Attacken Response	5	6	6
26	Game Process Optimization	8	7	7
27	Algorithm optimization	13	7	7
28	Improved performance	3	7	7
29	Optimize font	5	1	8
30	Add Main UI background	3	1	8
31	Add Pause Menu Restart Button	3	1	8
32	Resume Game	3	1	9
33	Add Setting UI background	5	2	9
34	HD texture	5	2	9
35	Raindrop optimization	13	3	10
36	Add start animation	13	3	10
37	Monster health adjustments	5	3	10
38	Monster movement speed adjustment	8	3	10
39	The degree of difficulty	8	3	10
40	Monster spawn	5	4	11
41	End Game	8	4	11
42	Portal	13	5	12
43	Optimize sound effects	2	5	12
44	Improved performance	2	5	12
45	copyright	2	6	13
46	build and run	2	6	13
47	final testing, bug fixing	8	6	13