

Requirement ID	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	3	3	3
10	Collision for enemy/characters	1	3	3
11	Weapon/bullet collision feedback	3	3	3
12	First person animation controller	3	3	3
13	Enemy animation controller	3	3	3
14	First person UI/UX	5	4	4
15	Interactive characters	3	4	4
16	Interactive items on map	8	4	4
17	Interactive map model	8	4	4
18	Dialogue bubbles	2	4	4
19	BGM for game	1	5	5
20	Sound effect	2	5	5
21	Game Features(i.e. double jump)	5	5	5
22	Story design	2	5	5
23	Particle effects	5	6	6
24	Shadow rendering	5	6	6
25	Game Process Optimization	3	7	7
26	Algorithm optimization	13	7	7
27	Improved performance	13	7	7