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# Previous Week

## Sprint Backlog

| **Tasks** | **Time Needed** | **Responsible** | **Priority** | **Stage** |
| --- | --- | --- | --- | --- |
| Fix Bugs | 3 Hours | All | High | Completed |
| Plan City Layout | 4 Hours | All | High | Completed |

* 1. Objectives

Our objectives were completed successfully.

No tasks were planned from the design part.

## Review

All the tasks were done successfully and were finished in time.

There was a game jam.

# Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

| **Tasks** | **Time Estimate** |
| --- | --- |
| Friendly NPCs | 3 Days |
| Player Hurt Shader | 2 Days |
| Improve Ranged Enemy | 2 Days |
| Improve Melee Enemy | 2 Days |
| Improve the NPCs | 2 Days |

In the “Coding” backlog our tasks with higher priority are the following:

| **Tasks** | **Time Estimate** |
| --- | --- |
| Player Crouching | ½ Day |
| Fix Bugs | ½ Day |
| Pause Menu | ½ Day |
| Main Menu | ½ Day |
| Options Menu | ½ Day |

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog the priority of the tasks didn’t change

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

## Sprint Backlog

| **Tasks** | **Time Estimate** | **Responsible** | **Priority** | **Stage** |
| --- | --- | --- | --- | --- |
| Player Crouching | ½ Day | Gonçalo | High | Open |
| Fix Bugs | 1 Day | All | High | Open |
| Text Popup for Upgrades | ½ Day | Gonçalo | High | Open |
| Text Popup for Puzzles | ½ Day | Gonçalo | High | Open |
| Give more feedback once ability is used | ½ Day | Gonçalo | High | Open |
| Pause Menu | ½ Day | All | High | Open |
| Main Menu | ½ Day | All | High | Open |
| Create city | 3 Days | All | High | Open |

## Notes

Next week we won’t have classes.