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# Previous Week

## Sprint Backlog

| **Tasks** | **Time Needed** | **Responsible** | **Priority** | **Stage** |
| --- | --- | --- | --- | --- |
| Change the key of the shield ability | ½ Day | All | Normal | Completed |
| Increase Player Melee Attack Damage | ½ Day | All | Normal | Completed |
| Organize Some Code Files | 1 Day | All | High | Completed |
| Organize Project Folders | 1 Day | All | High | Completed |
| Only Press Key Once to Open Puzzle Panel | 30 Minutes | Sheehan | Normal | Completed |
| Only Press Key Once to Open Upgrades Panel | 30 Minutes | Sheehan | Normal | Completed |

* 1. Objectives

All of our objectives were completed successfully.

No tasks were planned from the design part.

## Review

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

# Next Week

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

| **Tasks** | **Time Estimate** |
| --- | --- |
| 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** |
| --- | --- |
| Close the Puzzle | ½ Day |
| Close the Upgrades | ½ Day |
| Improve Abilities Cooldown | ½ Day |
| Particles on Checkpoints | ½ Day |
| Make Chips More Visible | ½ Day |

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

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

| **Tasks** | **Time Estimate** |
| --- | --- |
| GDD - 3rd Delivery | 3 Days |
| Presentation Slides - 3rd Delivery | 1 Day |
| Delivery Report - 3rd Delivery | ½ Day |
| Instructions - 3rd Delivery | ½ Day |
| Spec Sheet - 3rd Delivery | 1 Day |

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

| **Tasks** | **Time Estimate** |
| --- | --- |
| Creation of Stylized Heath Bar | ½ Day |
| Creation of Stylized Abilities Icons | ½ Day |
| Creation of Stylized Buttons | 1⁄2 Day |
| Creation of Menu Background | 1⁄2 Day |
| Find Sounds | 1 1⁄2 Days |

## Sprint Backlog

| **Tasks** | **Time**  **Estimate** | **Responsible** | **Priority** | **Stage** |
| --- | --- | --- | --- | --- |
| Close the Puzzle | ½ Day | Gonçalo | Normal | Open |
| Close the Upgrades | ½ Day | Gonçalo | Normal | Open |
| Improve Abilities Cooldown | ½ Day | Gonçalo | High | Open |
| Particles on Checkpoints | ½ Day | Sofia | Normal | Open |
| Make Chips More Visible | ½ Day | Sofia | Normal | Open |
| No Bullet Holes on Checkpoints | ½ Day | Sofia | High | Open |
| Change Invisible Walls to Visible Ones | ½ Day | Sheehan | Normal | Open |
| No Bullet Holes on NPCs | 1 Day | Sheehan | High | Open |
| No Bullet Holes on Enemies | 1 Day | Sheehan | High | Open |
| Mouse Disappear after Puzzle | ½ Day | Gonçalo | High | Open |
| Give Feedback when Upgrade is Done | 1½ Days | Gonçalo | High | Open |
| Player Hurt shader | 1 Day | Sofia | High | Open |

## Notes

As we are lacking communication with the designers we aren’t able to know what tasks they are giving priority.