

Sprint Backlog:

Name	Description	Estimated Time Needed to complete	Status
Unity Engine	Get Unity Engine running on all dev's PC as well as setting it up Version control	1 Day	Completed
Basic Terrain Generation	Using a sample tileset create a sample game world	2 Days	Completed
Object movement	Get an object to move	2 Days	Completed
User input	Have input from user to determine player movement	1 Day	Completed
Basic Collision	Add collision detection for object(s)	1 Day	Completed
Mobile Integration	Get project running on a mobile device	1 Day	Completed
Mobile user input	Get user input on a mobile device	1 Day	Completed

Product Backlog:

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Terrain Generation	Using a tileset create the game world	2 Days	Completed
Object movement	Get an object to move	2 Days	Completed
User input	Have input from user to determine object movement	1 Day	Completed
Collision	Add collision detection for object(s)	1 Day	Completed

Mobile Integration	Get project running on a mobile device	1 Day	Completed
Mobile user input	Get user input on a mobile device	1 Day	Completed
Art Creation	Make art including: terrain tileset, decorations tileset, player animation, other character animation	7-14 Days	Partly Completed
AI	Create AI for enemy types including: cat, car, Professor, Friend	5 Days	Partly Completed
Enemy creation	Create and test the different enemies	3 Days	Partly Completed
Interaction	Character and user interactions, how player interact with enemies and environment	2 Days	Partly Completed
Animation	Implement Animations	1 Day	incomplete
World Generation	From the tileset, generate and design the whole world	1-2 Day(s)	Completed
Sound	Implement sound from open sources	1-7 Day(s), depending on what is sources from 3rd parties and what is created	Completed with custom music

