

**Sprint Backlog:**

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

**Product Backlog:**

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

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



