

BACKLOG TASK & ID	STORY POINTS	ASSIGNED TO	STATUS	ORIGINAL ESTIMATE	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	SPRINT REVIEW
Group Works on Together										
Create Dice Class		Everyone	Finished	0.5	0.5	0	0	0	0	1
Use Random Seed Generator		Everyone	Finished	0.5	0.5	0	0	0	0	1
GUI Interface		Everyone	Finished	3	0	0	0	0	3	3
Fix UML Diagram		Everyone	Finished	2	0.4	0.4	0.4	0.4	0.4	2
Create a new tribe class		Everyone	Finished	3				0.5		0.5
Marie										
Healer Class		Marie	Finished	3	1	0	0	0	0	1
Implement Tests		Marie	Finished	3	0.5	0.8	0	0	0	1.3
Implement Artifacts		Marie	Finished	4	1	2	1	1	0	5
Make sure lifepoints stay 100		Marie	Finished	2	2	0	0	0	0	2
Nate										
Impliment a healer class		Nate	Finished	3	0.6	0.6	0.6	0.6	0.6	3
Create new warrior strategies		Nate	Finished	3	0.6	0.6	0.6	0.6	0.6	3
Create new wizard strategies		Nate	Finished	3	0.6	0.6	0.6	0.6	0.6	3
Create an artifact		Nate	Finished	3	0.6	0.6	0.6	0.6	0.6	3
Add tests		Nate	Finished	3	0.6	0.6	0.6	0.6	0.6	3
Jeremy										
Impliment a healer class		Jeremy	Finished	3	0.5	0.5	0.5	0.5	0.5	2.5
Create new wizard strategies		Jeremy	Finished	3	0.5	0.5	0.5	0.5	0.5	2.5
Create new warrior strategies		Jeremy	Finished	3	0.5	50	0.5	0.5	0.5	2.5
Create an artifact		Jeremy	Finished	3	0.5	0.5	0.5	0.5	0.5	2.5
New tests		Jeremy	Finished	3	0.5	0.5	0.5	0.5	0.5	2.5
TOTAL				48	10.9	57.7	6.4	6.9	8.4	41.8

