	Group Members Names					For help use these links:	
	Product Title					https://www.mountaingoatsoftware.com/agile/scrum/product-backlog	
Theme	I want to…	So that…	Notes	Priority	Status	http://www.mountaingoatsoftware.com/uploads/blog/smaller-product-backlog.jpg	
Story	1 ending	The game resolves	good, neutral, or bad	required	complete		
Story	Includes headpats	decides the ending	counter>some value	required	complete		
Story	Sentient nuclear bomb	Character archetype	main character	required	complete		
Story	3 day length	definitive time span	many routes in between	required	complete		
Story	early deaths	increase difficulty and complexity	tbd	required	complete		
Story	death counter	complexity		required	complete		
Gameplay	achievements	rewards? death?	69 deaths	low	incomplete		
Gameplay	at least 20 branches	game is complex		high	complete		
Gameplay	pause button	you can pause the game	main menu, mute	low	incomplete		