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| Id | Theme | Content | Note | Priority | Status |
| 1 | Game | Brainstorm ideas- 2D RPG game on unity | Beginning  10/23/2017 |  | Done |
| 2 | Game | Look up tutorials, learn how to use unity, and implement practices individually | Beginning  11/25/2017 |  | Done |
| 3 | Game | Change from 2D to 3D RPG game | Beginning  10/30/2017 | required | Done |
| 4 | Game | Implement the map on unity | 10/31/2017 | required | Done |
| 5 | Game | Implement the character (movement) | 11/1/2017 | required | Done |
| 6 | Game | Implement the character (attack) | 11/1/2017 | required | Done |
| 7 | Game | Implement the enemy (path) | 11/3/2017 | required | Done |
| 8 | Game | Future features proposal | 11/3/2017 |  |  |
| 9 | Documentation | UML, scrum artifacts, product backlog, and sprint backlog | 11/5/2017 | required | Done |
| 10 | Game | Enemy random paths |  |  |  |
| 11 | Game | Various type of Map - levels |  |  |  |
| 12 | Game | Various enemy in different levels |  |  |  |
| 13 | Game | Intro and ending |  |  |  |
| 14 | Game | Character skills – build towers, shoot arrows, and froze the enemy |  |  |  |