

Defined objectives	Volunteer	Effort	Sprint	1	2	3	4
Project Planning (Sprint Backlog)			1	Start			
Product Vision and Product Vision Board			1	Start			
UML Use - Case Diagram			1	Start			
UML Class Diagram			1	Start			
Basic Prototyping			1	Start			-
<u>Define Project Scope</u>				Start			
Test initial Build				-			
Develop UI concept				-			
Design Graphics for the Game				-			
Refining the interface towards final product				-			

Status Per Week							
5	6	7	8	9	10	11	
-	-	-	-	-	-	-	