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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ID | User Story | Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | Day 7 |
| 3 | As a player I want to be able to control the movement of the snake with the arrow keys of my keyboard so that the snake does not bite into its own body. | Create methods to detect the keys pressed for all directions. | 2 | 1 | 0 | 0 | 0 | 0 | 0 |
| Code to detect which key is pressed for the movement of snake based on its body. | 0 | 1 | 0.25 | 0 | 0 | 0 | 0 |
| Code to make the snake come from the opposite side when it touches the border. | 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| Test the code and methods | 0 | 0 | 0.25 | 0 | 0 | 0 | 0 |
| 4 | As a player I want to be able to keep track of my score so that I know my progress | Draw the score board on the title panel. | 0 | 0 | 0 | 0.25 | 0 | 0 | 0 |
| Code to check if the snake’s head collides with the food and increase score. | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 8 | As a player I want to be able to keep track of the number of moves I made so that I know how efficiently I am playing | Draw the move board on the title panel. | 0 | 0 | 0 | 0 | 0 | 0.25 | 0 |
| Code to increase the number of movements every time player makes a move. | 0 | 0 | 0 | 0 | 0 | 0.25 | 1 |
| Run and test the codes so far. | 0 | 0 | 0 | 0 | 0 | 0 | 0.25 |