Task Name	Story	Sprint Ready	Priority	Status	Story Points	Assigned to Sprint
Sprint 1						
Find game art materials	No	Yes	High	Complete	8	Sprint 1
Create pixel art assets	Yes	Yes	High	Complete	16	Sprint 1
Design character sprites	Yes	Yes	Medium	Complete	16	Sprint 1
Integrate Unity assets	No	Yes	Medium	Complete	8	Sprint 1
Implement basic movement	Yes	Yes	High	Complete	24	Sprint 1
Sprint 2						
Develop inventory system	Yes	Yes	Medium	Complete	32	Sprint 2
Implement attack system	Yes	Yes	High	Complete	24	Sprint 2
Create enemy AI	Yes	Yes	Medium	Complete	32	Sprint 2
Interaction system	Yes	Yes	Medium	Complete	16	Sprint 2
Design dungeon levels	Yes	Yes	High	Complete	24	Sprint 2
Sprint 3						
Develop quest system	Yes	Yes	Medium	Complete	32	Sprint 3
Implement special abilities	Yes	Yes	Medium	Complete	24	Sprint 3
Integrate story elements	Yes	Yes	Medium	Complete	16	Sprint 3
Create sound effects	Yes	Yes	Low	Complete	16	Sprint 3
Testing and debugging	No	Yes	High	Complete	32	Sprint 3
Sprint 4						
Optimize game performance	No	Yes	Medium	Complete	32	Sprint 4
Finalize UI design	Yes	Yes	Medium	Complete	16	Sprint 4
Add music and ambiance	Yes	Yes	Low	Complete	16	Sprint 4

Task Name	Story	Sprint Ready	Priority	Status	Story Points	Assigned to Sprint
Prepare final build	No	Yes	High	Complete	24	Sprint 4
Polish and finalize game	No	Yes	High	Complete	24	Sprint 4

Sprint and Timeline Distribution:

- **Sprint 1 (Month 1):**
    - Find game art materials
    - Create pixel art assets
    - Design character sprites
    - Integrate Unity assets
    - Implement basic movement
- **Sprint 2 (Month 2):**
    - Develop inventory system
    - Implement attack system
    - Create enemy AI
    - Interaction system
    - Design dungeon levels
- **Sprint 3 (Month 3):**
    - Develop quest system
    - Implement special abilities
    - Integrate story elements
    - Create sound effects
    - Testing and debugging
- **Sprint 4 (Month 4):**
    - Optimize game performance
    - Finalize UI design
    - Add music and ambiance
    - Prepare final build
    - Polish and finalize game