

# LET'S PLAY

L E T ' S P L A Y

START



# TASK BREAK DOWN

NEXT

<input type="checkbox"/>	<input checked="" type="checkbox"/> +	LETS-22	5	Game Logic	RECEIVED STORIES	 elizatoma000	LETS Sprint Implemer		9 Feb 2025	16 Feb
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-17	2	Level Class/Worlds Class	RECEIVED STORIES	 elizatoma000	LETS Sprint Implemer		9 Feb 2025	10 Feb
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-3	2	Sprite Class	RECEIVED STORIES	 Laila Ghoujal	LETS Sprint Implemer		9 Feb 2025	10 Feb
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-9	3	Controllers (end level)	RECEIVED STORIES	 Sofia Martinez	LETS Sprint Implemer		9 Feb 2025	16 Feb
<input type="checkbox"/>	> 	LETS-33	3	As a player, I want to know what my goal is to stay motivated.	RECEIVED STORIES	 elizatoma000			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-27	1	As a player, I want to save my progress in the game and log it.	RECEIVED STORIES	 Sofia Martinez			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-28	2	As a player, I want to choose my character for customizability	RECEIVED STORIES	 Laila Ghoujal			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-29	3	As a player, I want to change between worlds to easily move around.	RECEIVED STORIES	 Tabasum Chowdhury			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-35	3	As a player, I want the game to look good so it is draws me in.	RECEIVED STORIES	 Laila Ghoujal			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-30	2	As a player, I want to see what's in my backpack to know what I have.	RECEIVED STORIES	 Sofia Martinez			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-34	2	As a player, I want my character to move smoothly when I press the keys.	RECEIVED STORIES	 Tabasum Chowdhury			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-31	2	As a player, I want to see my progress to know how well I am doing.	RECEIVED STORIES	 elizatoma000			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-32	2	As a player, I want to know how to play the game at the beginning.	RECEIVED STORIES	 Laila Ghoujal			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-36	1	As a player, I want the game to have challenges and different levels.	RECEIVED STORIES	 Sofia Martinez			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-37	3	As a player, I want to be able to find help for when I don't understand something.	RECEIVED STORIES	 Tabasum Chowdhury			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-38	5	As a player, I want each gameplay to be different from the last one.	RECEIVED STORIES	 elizatoma000			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-47	5	As a programmer, I want to have all the reactions already in the game.	RECEIVED STORIES	 Sofia Martinez			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-66	3	As a player, I want to customize the look/sound of the game.	RECEIVED STORIES	 elizatoma000			10 Feb 2025	10 Feb
<input type="checkbox"/>	> 	LETS-93	5	As a programmer, I want to know how each scene will look like.	RECEIVED STORIES				10 Feb 2025	17 Feb
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-112	3	Class Diagram	RESOLVED STORIES	 elizatoma000	LETS Sprint Design &		10 Feb 2025	16 Feb
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-113	2	Sample Input/Output Grid	RESOLVED STORIES	 Tabasum Chowdhury	LETS Sprint Design &		10 Feb 2025	17 Feb
<input type="checkbox"/>	> <input checked="" type="checkbox"/>	LETS-119	1	Presentation deliverable 2	RECEIVED STORIES				17 Feb 2025	17 Feb

	LETS-22	Game Logic	RECEIVED STORIES	E elizatoma000	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
	LETS-17	Level Class/Worlds Class	RECEIVED STORIES	E elizatoma000	LETS Sprint Implemer	=	9 Feb 2025	10 Feb 2025
	LETS-3	Sprite Class	RECEIVED STORIES	LG Laila Ghoujal	LETS Sprint Implemer	=	9 Feb 2025	10 Feb 2025
	LETS-9	Controllers (end level)	RECEIVED STORIES	SM Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
⚡	LETS-33	As a player, I want to know what my goal is to stay motivated	RECEIVED STORIES	E elizatoma000		=	10 Feb 2025	10 Feb 2025
	LETS-52	Add script for dialogue to github	RECEIVED STORIES	SM Sofia Martinez	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
	LETS-67	Dialogue Class	RECEIVED STORIES	E elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
	LETS-55	Different world names	RECEIVED STORIES	E elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
⚡	LETS-53	General Dialogue UI	RECEIVED STORIES	E elizatoma000	LETS Sprint Implemer	▼	10 Feb 2025	10 Feb 2025
👉	LETS-54	ability to skip	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	▼	10 Feb 2025	10 Feb 2025
👉	LETS-81	Game 1	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
👉	LETS-82	Game 2	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
👉	LETS-83	Game 3	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
👉	LETS-84	Beginning	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
👉	LETS-85	End	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
⚡	LETS-14	Story	RESOLVED STORIES	SM Sofia Martinez	LETS Sprint Design &	=	9 Feb 2025	16 Feb 2025
👉	LETS-51	dialogue	RECEIVED STORIES	LG Laila Ghoujal	LETS Sprint Design &	=	10 Feb 2025	10 Feb 2025
👉	LETS-50	skeleton storyline	RESOLVED STORIES	E elizatoma000	LETS Sprint Design &	↗	10 Feb 2025	16 Feb 2025
⚡	LETS-27	As a player, I want to save my progress in the game and log it	RECEIVED STORIES	SM Sofia Martinez		=	10 Feb 2025	10 Feb 2025
⚡	LETS-10	Login (save the user)	RECEIVED STORIES	SM Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025

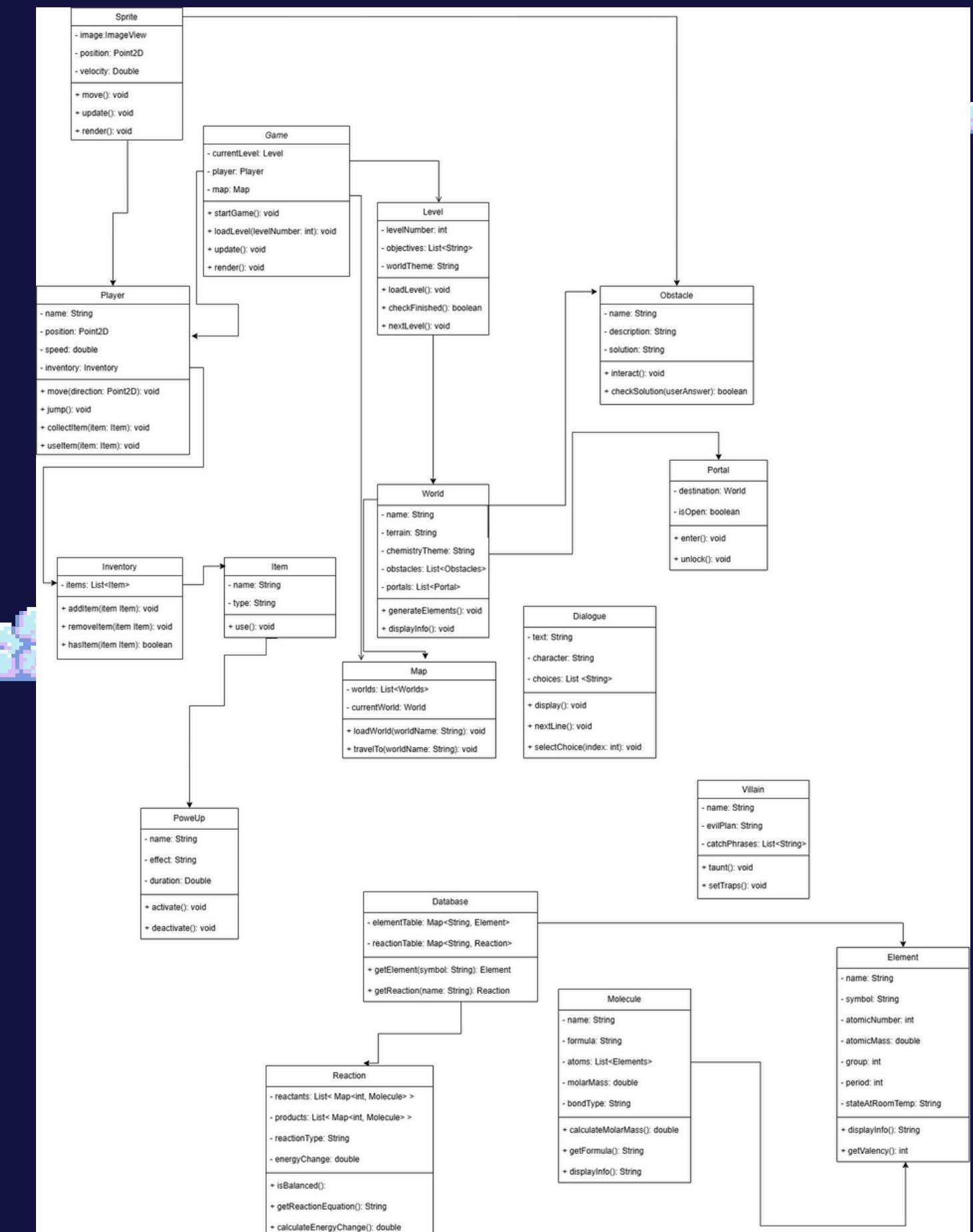
	LETS-26	Check user input	RECEIVED STORIES	SM Sofia Martinez	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
▼	LETs-28	As a player, I want to choose my character for customizability	RECEIVED STORIES	LG Laila Ghoujal		=	10 Feb 2025	10 Feb 2025
✓	LETS-57	Find graphics for each character	RECEIVED STORIES	LG Laila Ghoujal	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
✓	LETS-58	Integrate choosing of a character with change in appearance...	RECEIVED STORIES	LG Laila Ghoujal	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
✓	LETS-56	Scene (grid) of all possible characters	RECEIVED STORIES	LG Laila Ghoujal	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
▼	LETs-29	As a player, I want to change between worlds to easily move ...	RECEIVED STORIES	TC Tabasum Chowdhury		↗	10 Feb 2025	10 Feb 2025
✓	LETS-61	List of properties of each family	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	↗	10 Feb 2025	16 Feb 2025
✓	LETS-62	Integrate 7 different UI properties for each family	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	↗	10 Feb 2025	16 Feb 2025
■	LETS-72	family 1	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-73	family 2	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-74	family 3	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-75	family 4	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-76	family 5	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-78	family 6	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-79	family 7	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
■	LETS-80	family 8	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
✓	LETS-60	Map of every world based on periodic family	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
✓	LETS-59	World button in top left	RECEIVED STORIES	TC Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
▼	LETs-35	As a player, I want the game to look good so it is draws me in	RECEIVED STORIES	LG Laila Ghoujal		=	10 Feb 2025	10 Feb 2025
✓	LETS-2	Graphics	RECEIVED STORIES	LG Laila Ghoujal	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025

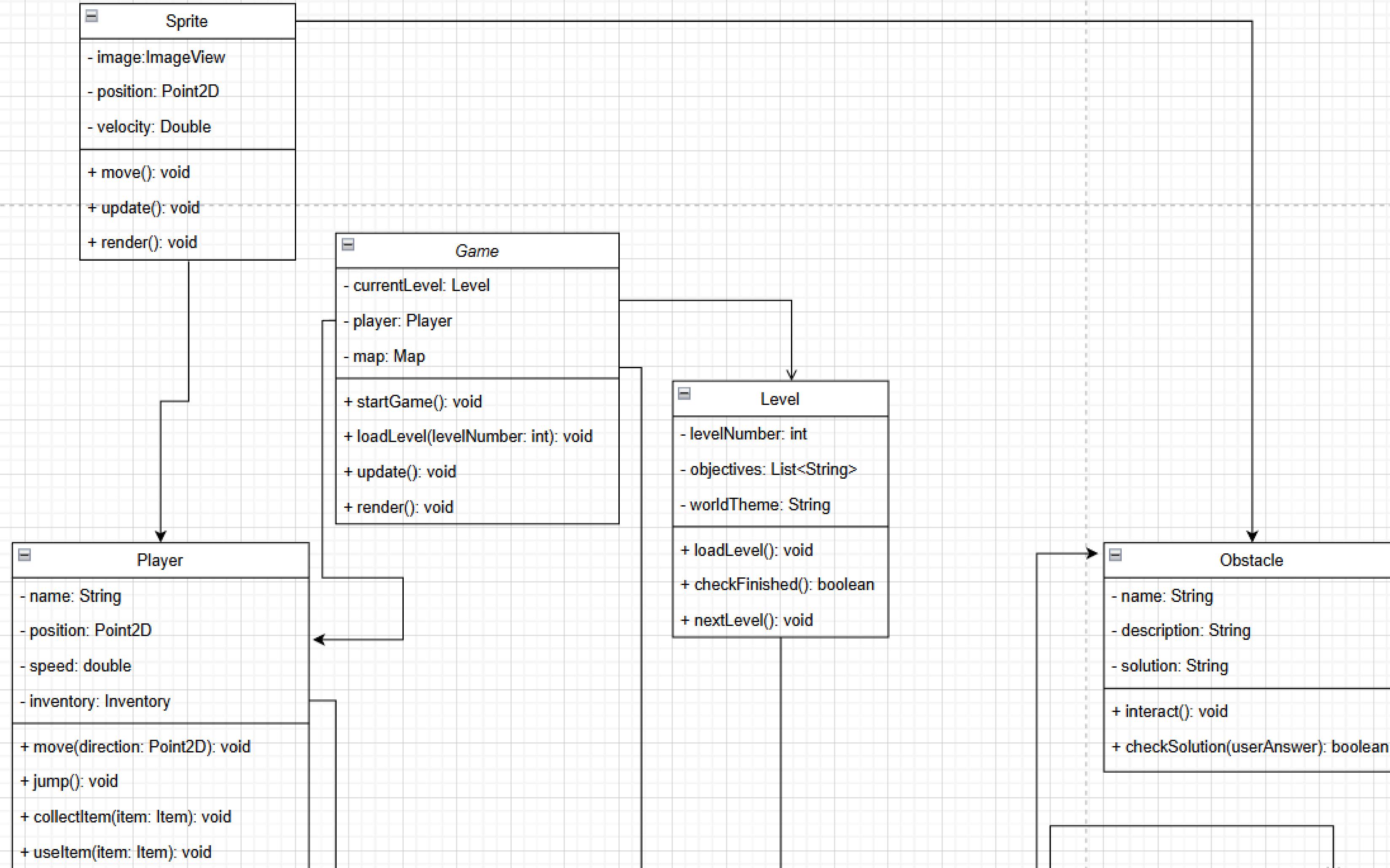
	LETs-35	As a player, I want the game to look good so it draws me in	RECEIVED STORIES	LG	Laila Ghoujal	=	10 Feb 2025	10 Feb 2025	
<input checked="" type="checkbox"/>	LETs-2	Graphics	RECEIVED STORIES	LG	Laila Ghoujal	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-21	Theme Settings	RECEIVED STORIES	LG	Laila Ghoujal	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-1	UI + Controllers Games	RECEIVED STORIES	TC	Tabasum Chowdhury	LETS Sprint Implemer	=	27 Jan 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-89	Game 1	RECEIVED STORIES	TC	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-90	Game 2	RECEIVED STORIES	TC	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
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<input checked="" type="checkbox"/>	LETs-6	UI + Controllers	RECEIVED STORIES	SM	Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-25	Sound Effects	RECEIVED STORIES	LG	Laila Ghoujal	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-30	As a player, I want to see what's in my backpack to know wh...	RECEIVED STORIES	SM	Sofia Martinez		=	10 Feb 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-11	Backpack Class	RECEIVED STORIES	SM	Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
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<input checked="" type="checkbox"/>	LETs-13	Implement draggability	RECEIVED STORIES	SM	Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-34	As a player, I want my character to move smoothly when I pr...	RECEIVED STORIES	TC	Tabasum Chowdhury		=	10 Feb 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-7	Movement	RECEIVED STORIES	TC	Tabasum Chowdhury	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-31	As a player, I want to see my progress to know how well I am...	RECEIVED STORIES	E	elizatoma000		=	10 Feb 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-16	Timer	RECEIVED STORIES	TC	Tabasum Chowdhury	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-63	HUD	RECEIVED STORIES	E	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
<input checked="" type="checkbox"/>	LETs-65	Number of x (electrons/protons/atoms/molecules) received t...	RECEIVED STORIES	E	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
<input checked="" type="checkbox"/>	LETs-64	Score	RECEIVED STORIES	E	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025

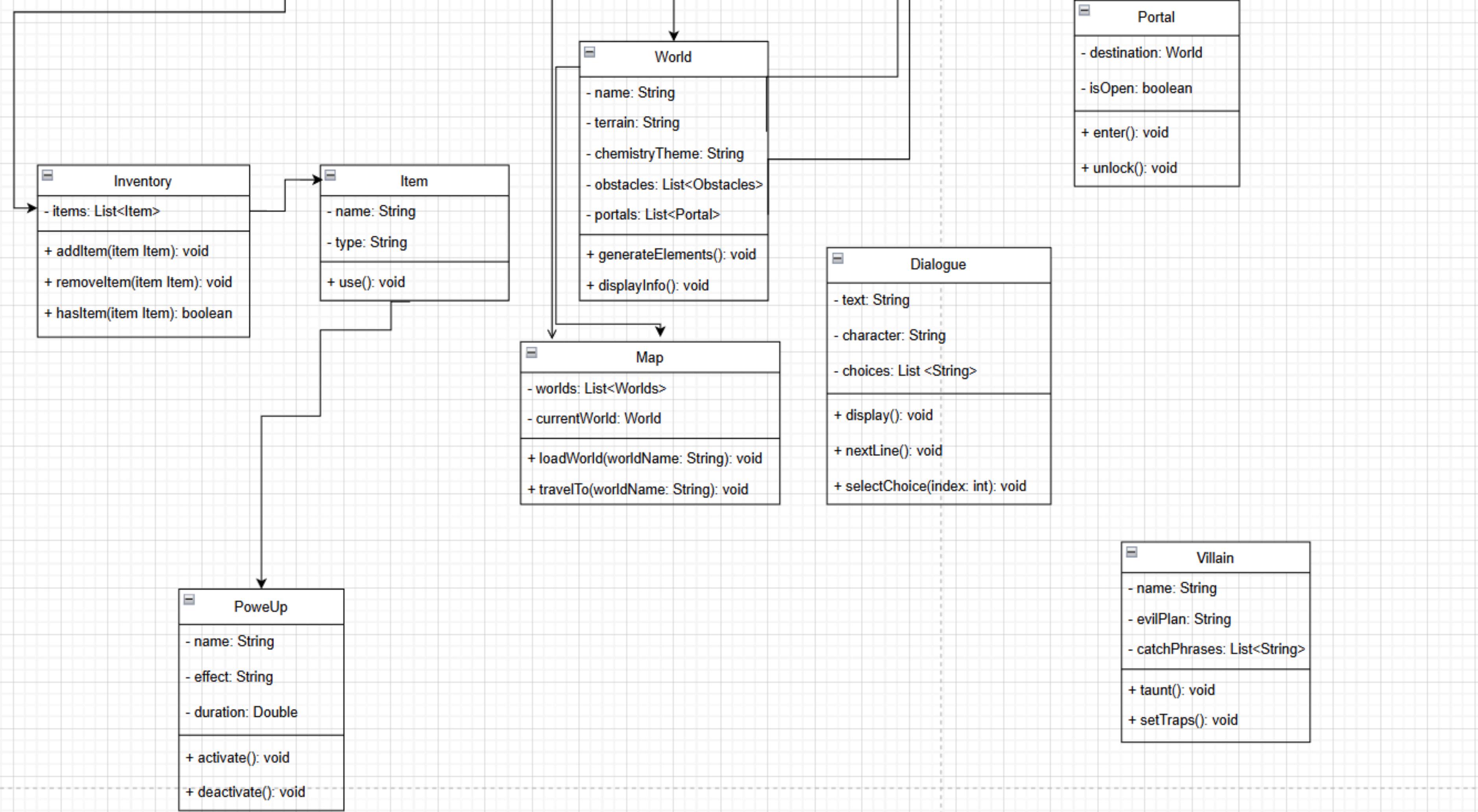
+	LETS-32	As a player, I want to know how to play the game at the begining	RECEIVED STORIES	Laila Ghoujal	=	10 Feb 2025	10 Feb 2025	
✓	LETS-15	User Manual	RECEIVED STORIES	Laila Ghoujal	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
+	LETS-36	As a player, I want the game to have challenges and different levels	RECEIVED STORIES	Sofia Martinez	=	10 Feb 2025	10 Feb 2025	
✓	LETS-24	Power-Up Classes	RECEIVED STORIES	Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	16 Feb 2025
+	LETS-37	As a player, I want to be able to find help for when I don't understand something	RECEIVED STORIES	Tabasum Chowdhury	=	10 Feb 2025	10 Feb 2025	
✓	LETS-41	Practice options(?)	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
✓	LETS-40	Button implementation	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
✓	LETS-39	Resources and Help links and information	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
+	LETS-38	As a player, I want each gameplay to be different from the last one	RECEIVED STORIES	elizatoma000	=	10 Feb 2025	10 Feb 2025	
✓	LETS-71	Game Animation	RECEIVED STORIES	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	16 Feb 2025
!	LETS-77	Game Animation Game 1	RECEIVED STORIES	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
!	LETS-86	Game Animation Game 2	RECEIVED STORIES	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
!	LETS-87	Game Animation Game 3	RECEIVED STORIES	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
!	LETS-88	Game Animation Finale	RECEIVED STORIES	elizatoma000	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
+	LETS-47	As a programmer, I want to have all the reactions already in the database	RECEIVED STORIES	Sofia Martinez	=	10 Feb 2025	10 Feb 2025	
✓	LETS-4	Find the database	RECEIVED STORIES	Sofia Martinez	LETS Sprint Implemer	=	9 Feb 2025	10 Feb 2025
✓	LETS-5	Database Class	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	~	9 Feb 2025	10 Feb 2025
!	LETS-110	Check user input for electrons/protons	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
!	LETS-49	Check to balance (2)	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025
!	LETS-48	Stoichiometric equations (2)	RECEIVED STORIES	Tabasum Chowdhury	LETS Sprint Implemer	=	10 Feb 2025	10 Feb 2025

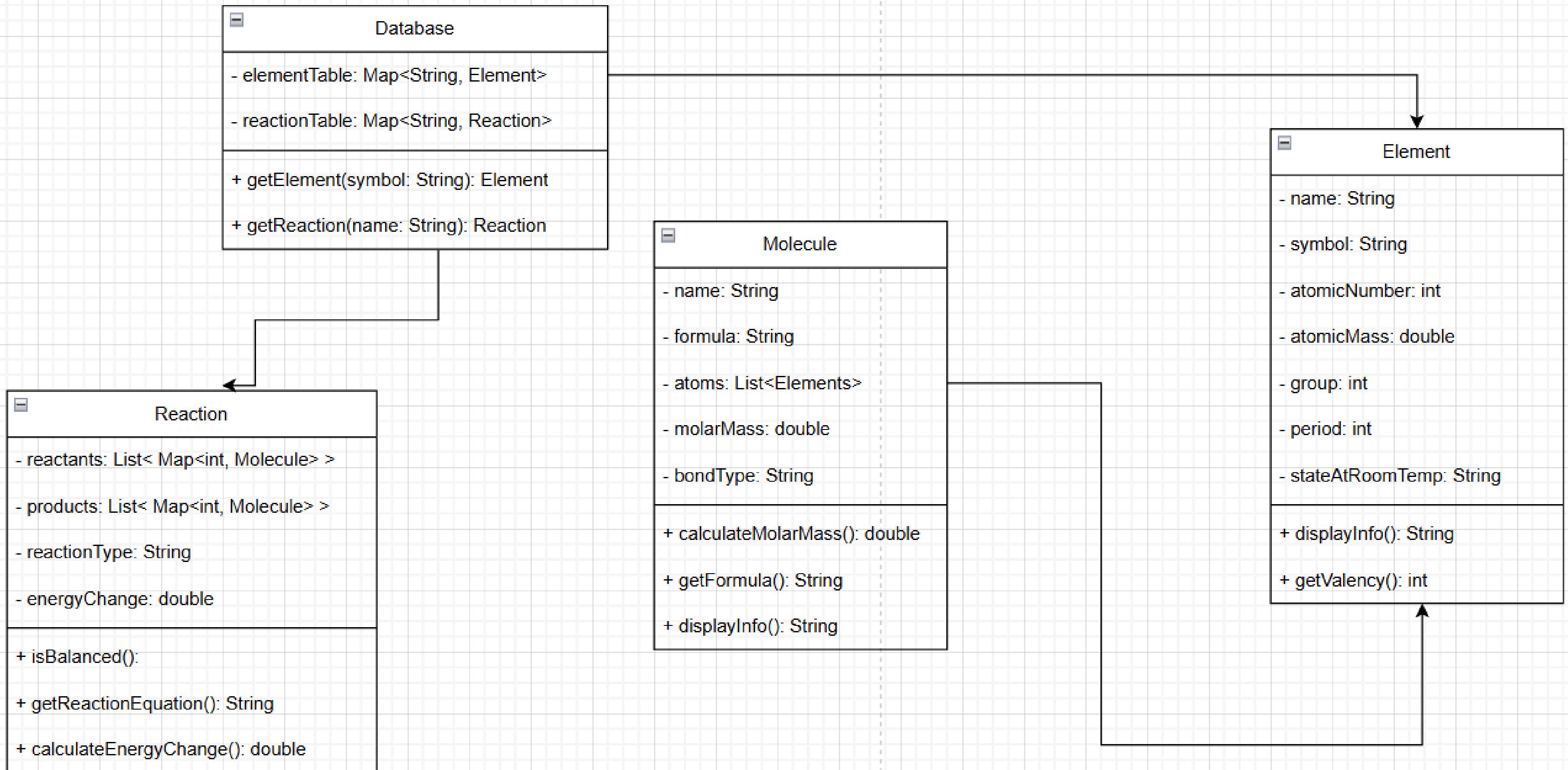
Determine electrons/protons for an element (1)	RECEIVED STORIES	 Tabasum Chowdhury	LETS Sprint Implementer
Determine element based on period/family (1)	RECEIVED STORIES	 Tabasum Chowdhury	LETS Sprint Implementer
Check user inputs for a reaction (all)	RECEIVED STORIES	 Tabasum Chowdhury	LETS Sprint Implementer
Implement different types of reactions (3)	RECEIVED STORIES	 Tabasum Chowdhury	LETS Sprint Implementer
Implement formulas	RECEIVED STORIES	 Tabasum Chowdhury	LETS Sprint Implementer
As a player, I want to customize the look/sound of the game ...	RECEIVED STORIES	 elizatoma000	
General Settings	RECEIVED STORIES	 elizatoma000	LETS Sprint Implementer
Game Settings	RECEIVED STORIES	 elizatoma000	LETS Sprint Implementer
As a programmer, I want to know how each scene will look li...	RECEIVED STORIES		
Class Diagram	RESOLVED STORIES	 elizatoma000	LETS Sprint Design & Dev
Sample Input/Output Grid	RESOLVED STORIES	 Tabasum Chowdhury	LETS Sprint Design & Dev
Presentation deliverable 2	RECEIVED STORIES		

# CLASS DIAGRAM



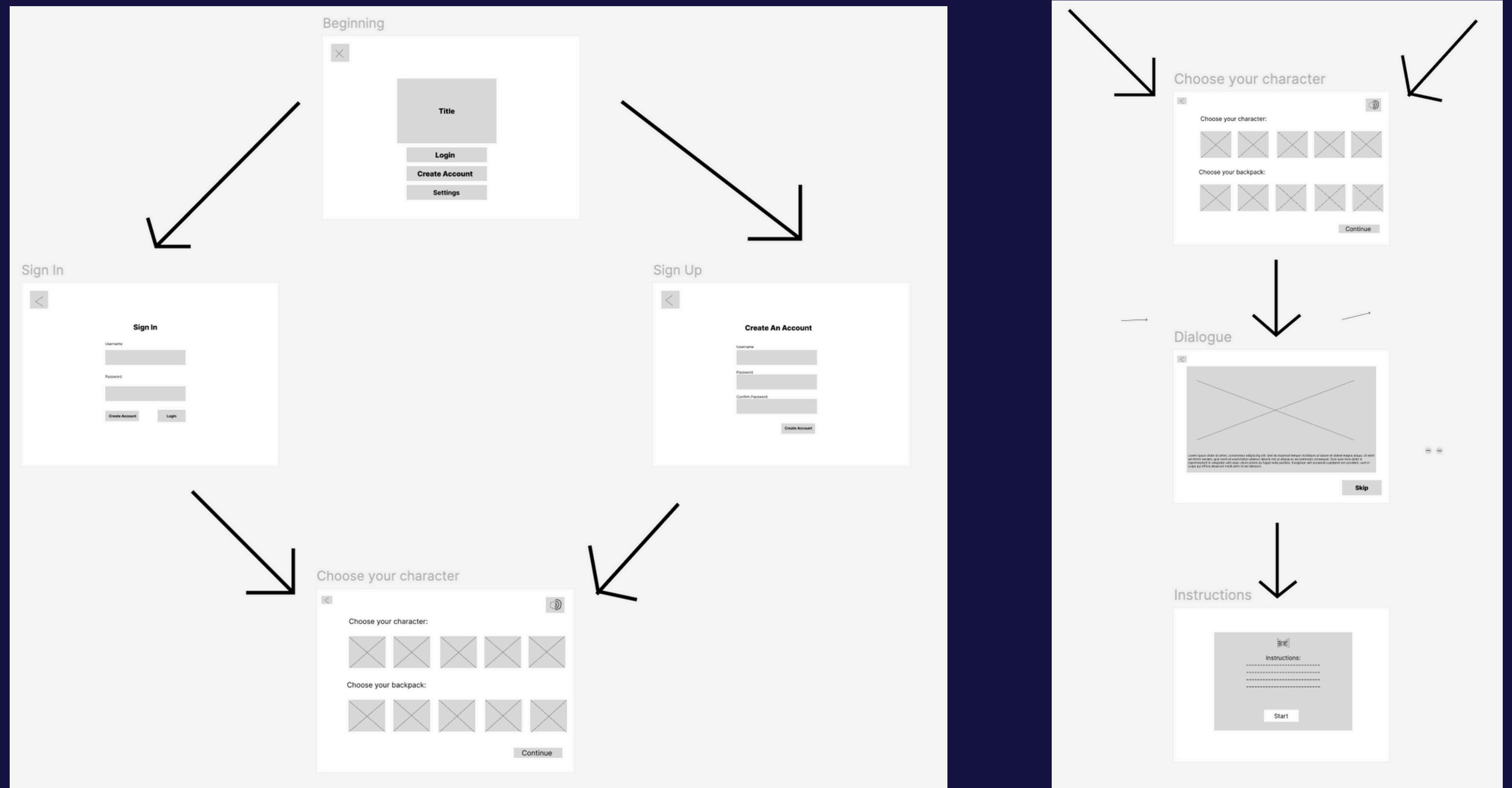






# WIREFRAME





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How many protons does an atom of period X and group Y have?

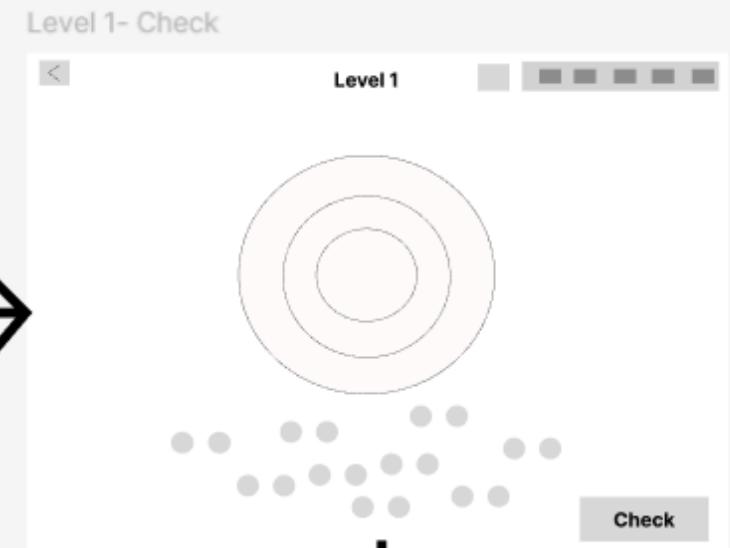
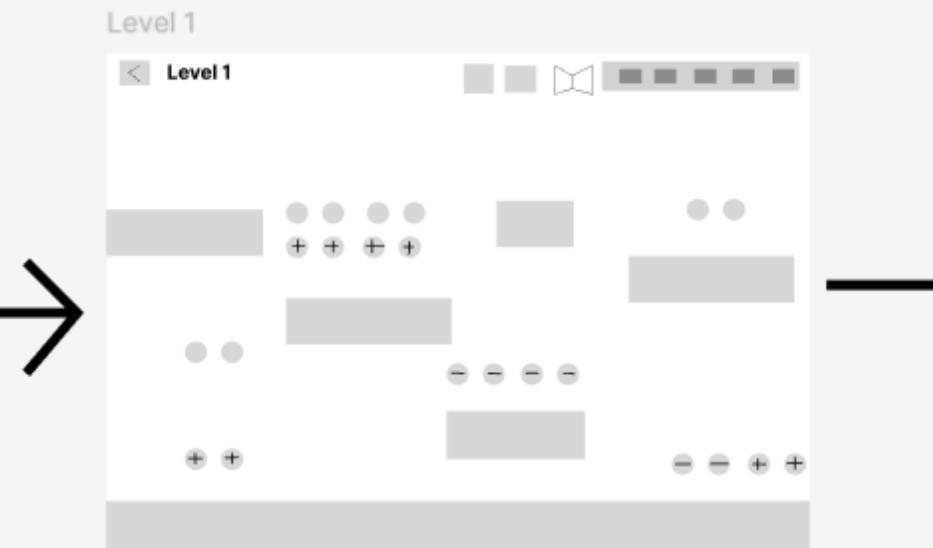
1

X

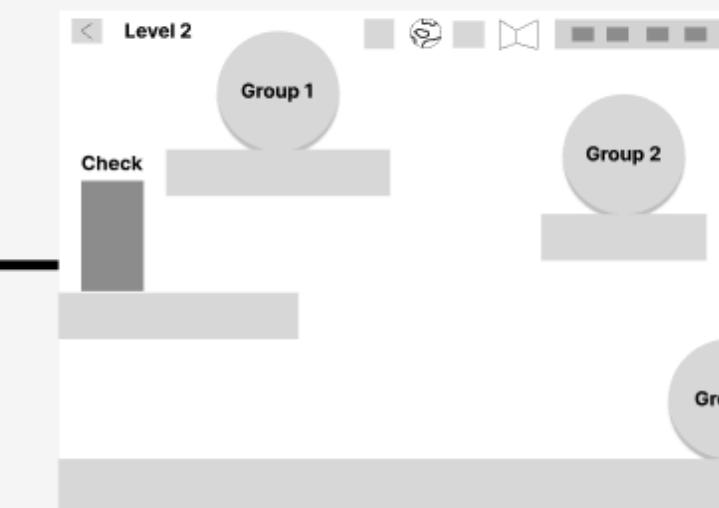
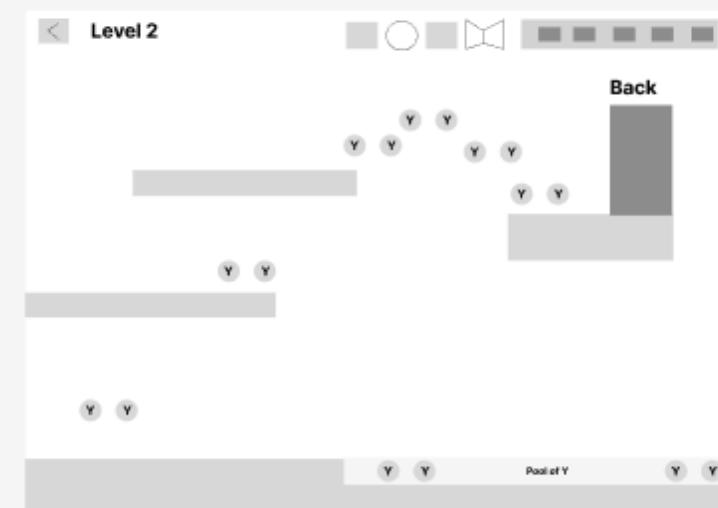
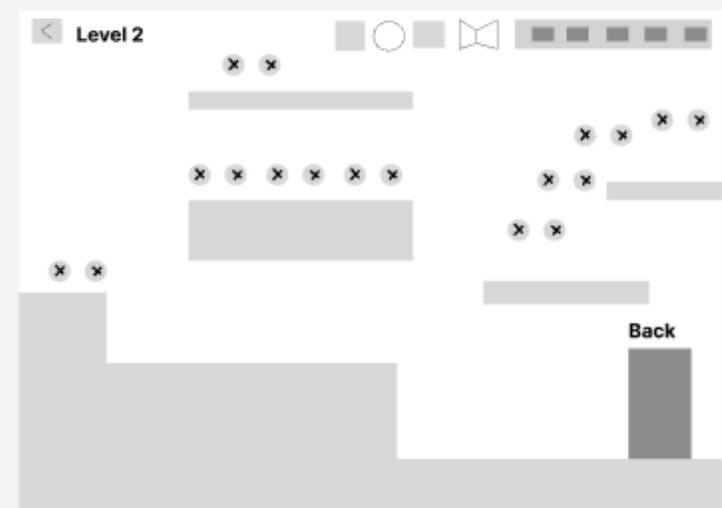
Y

periodic table

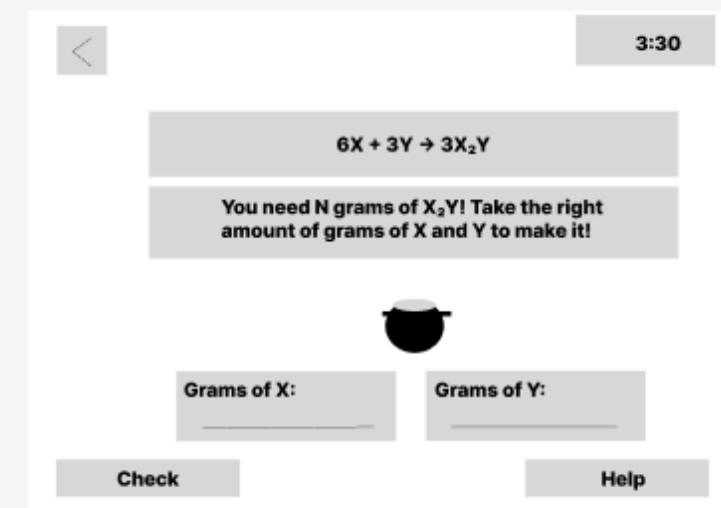
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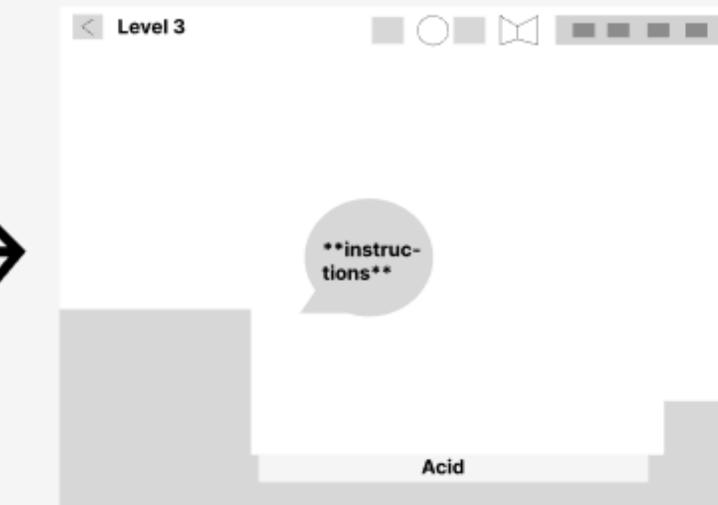
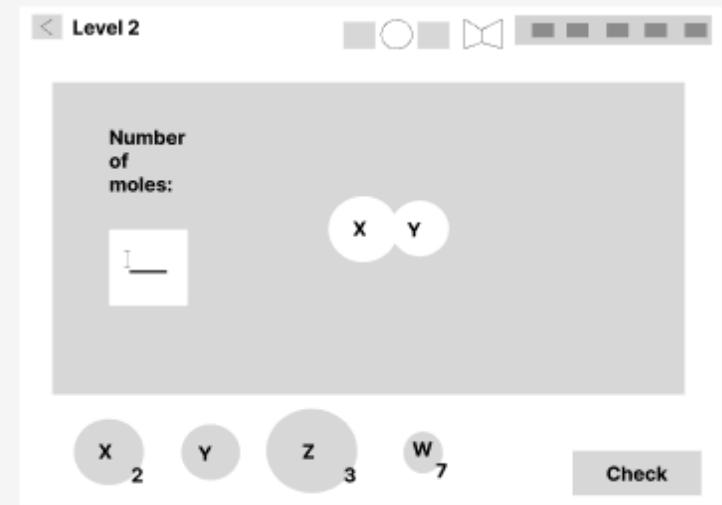
## Level 2 - Group 1 (Alkali metals)



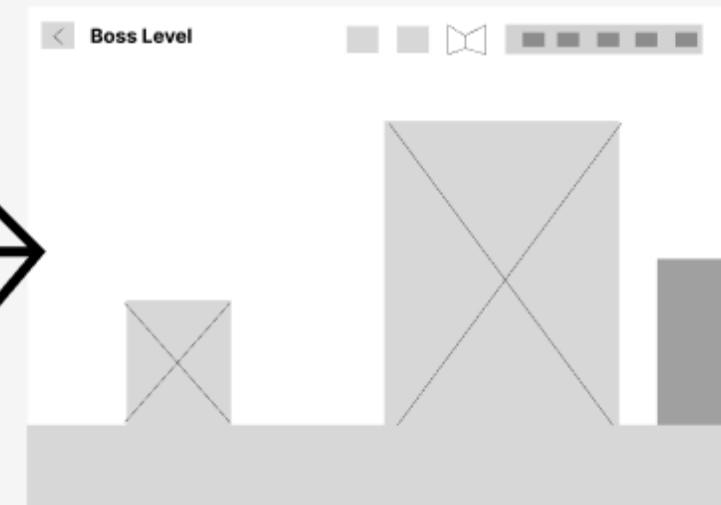
## ❖ Level 2 Question Example

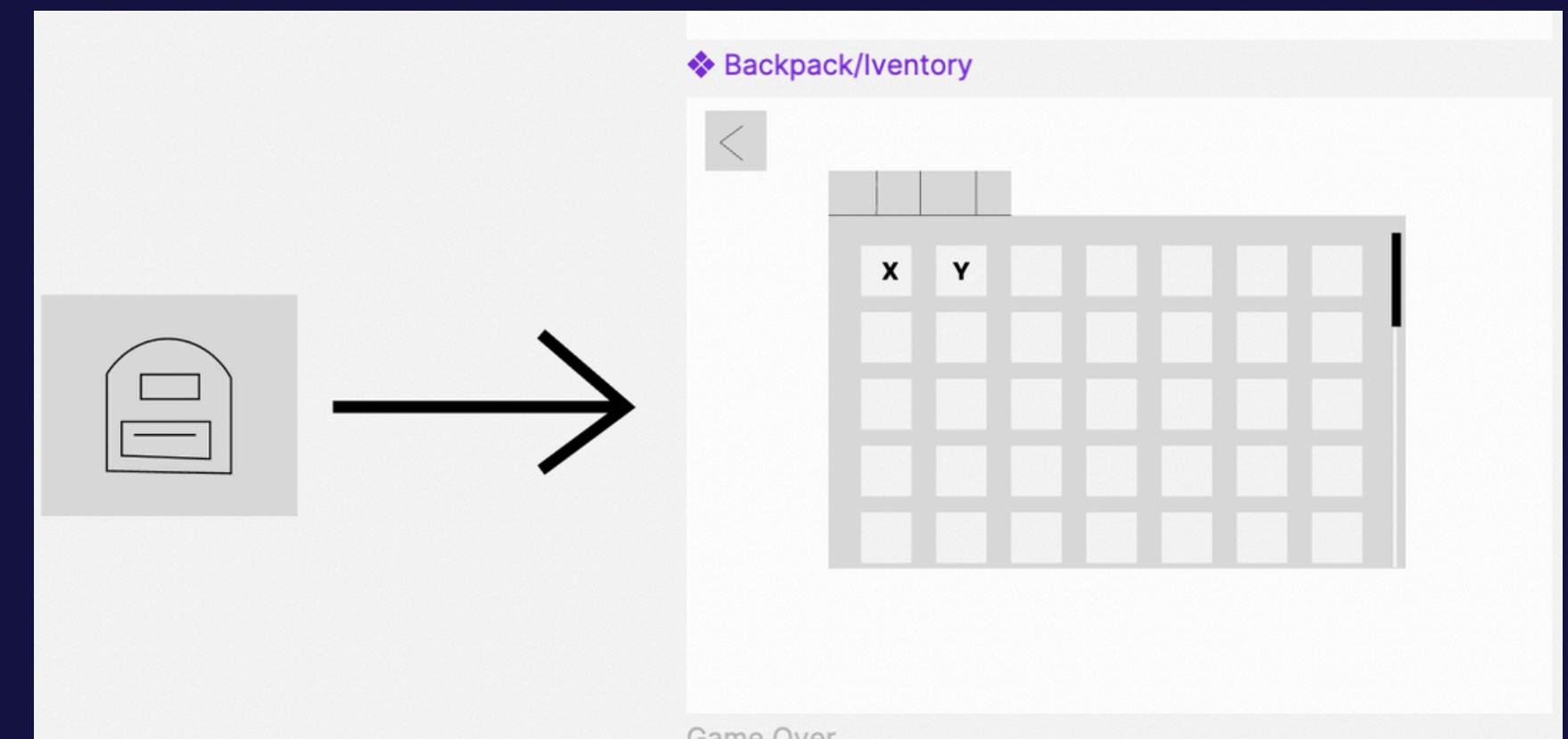
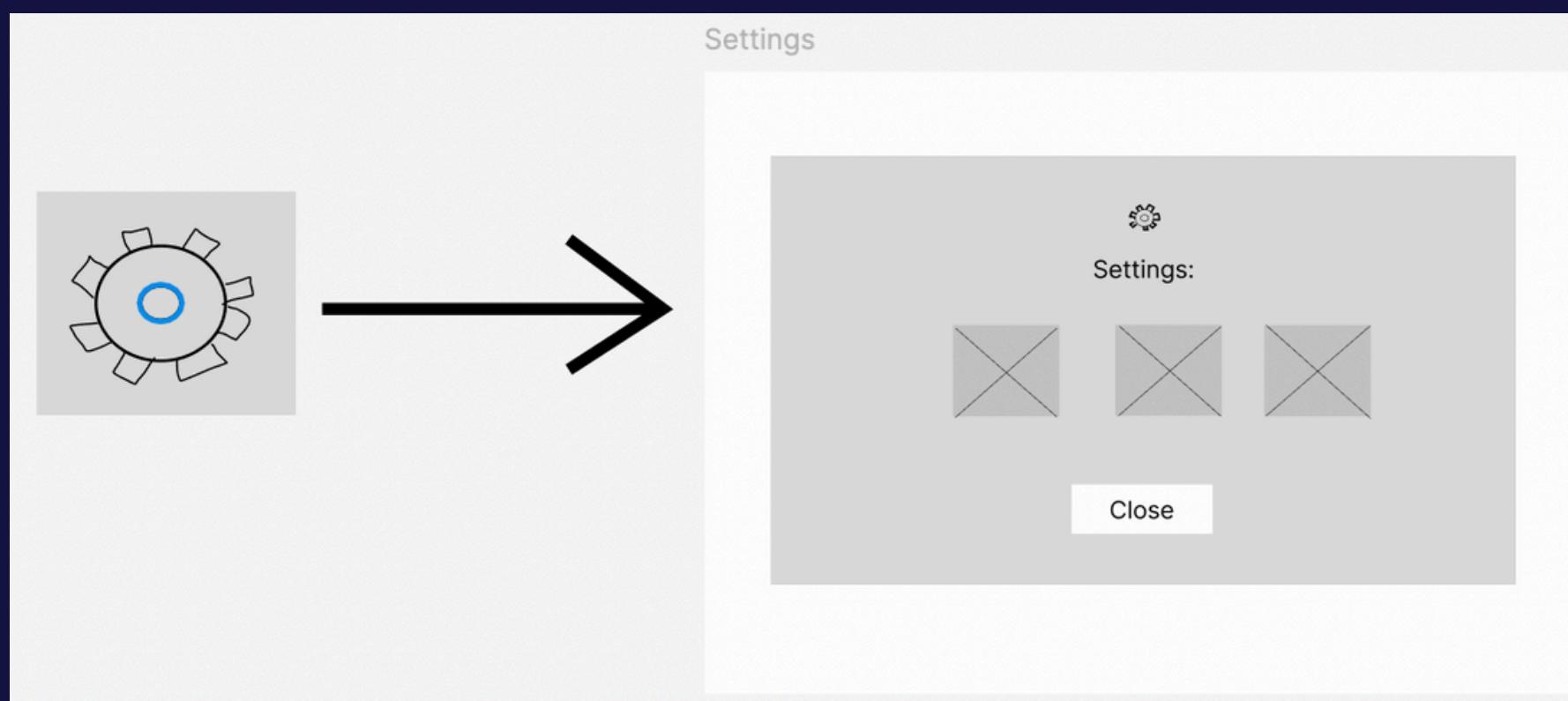
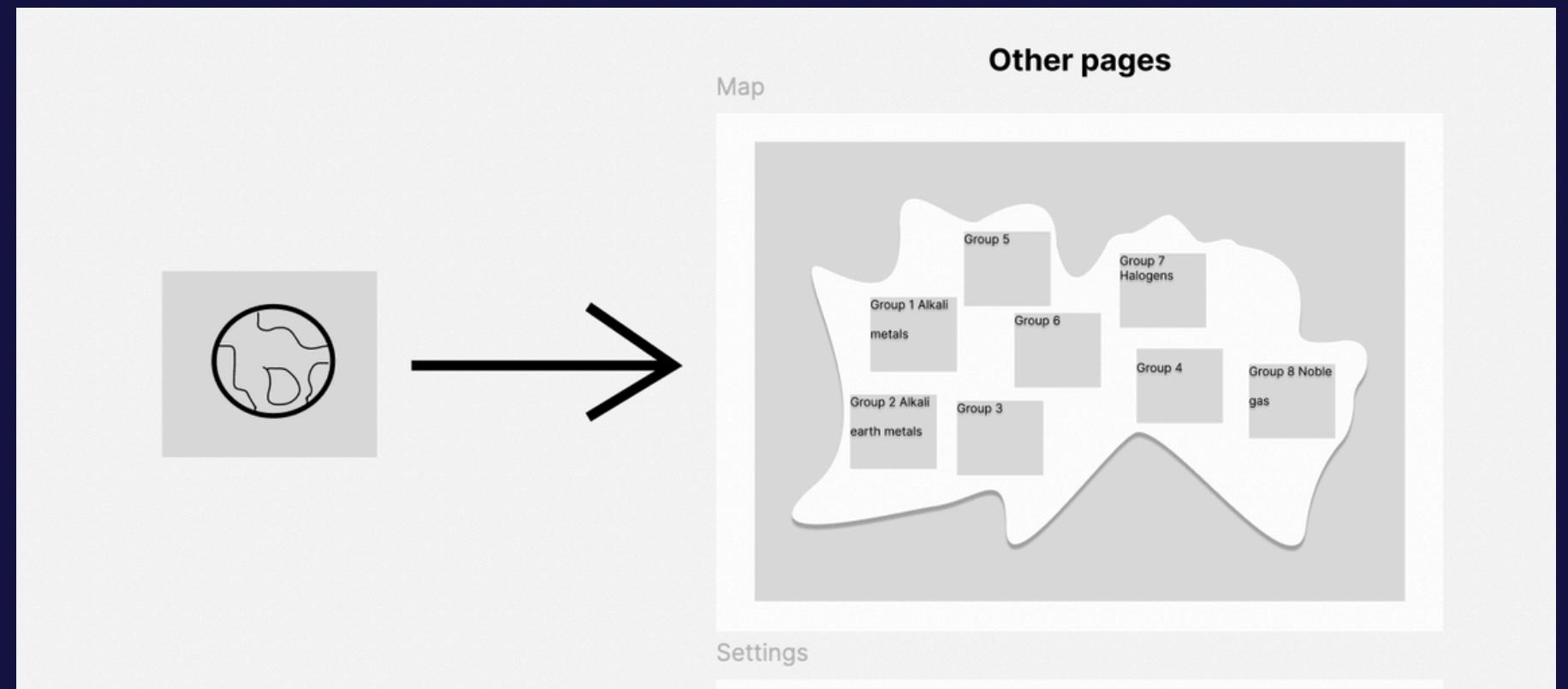


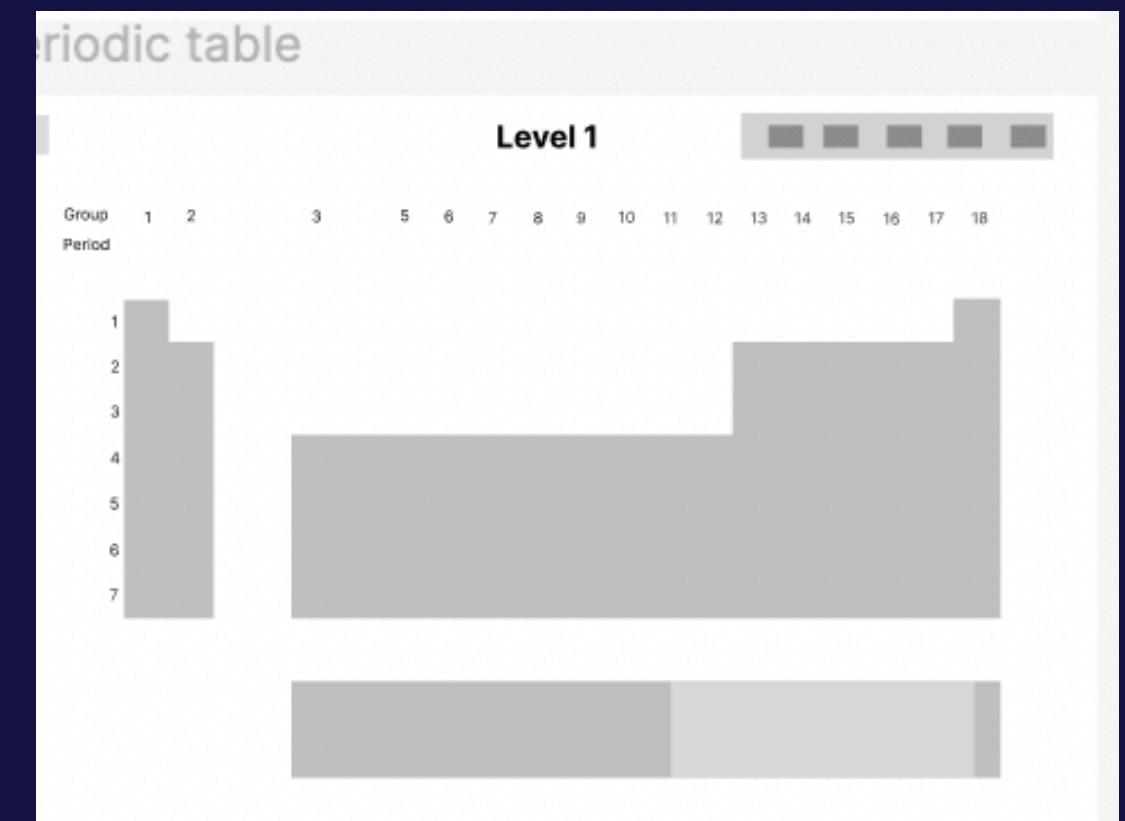
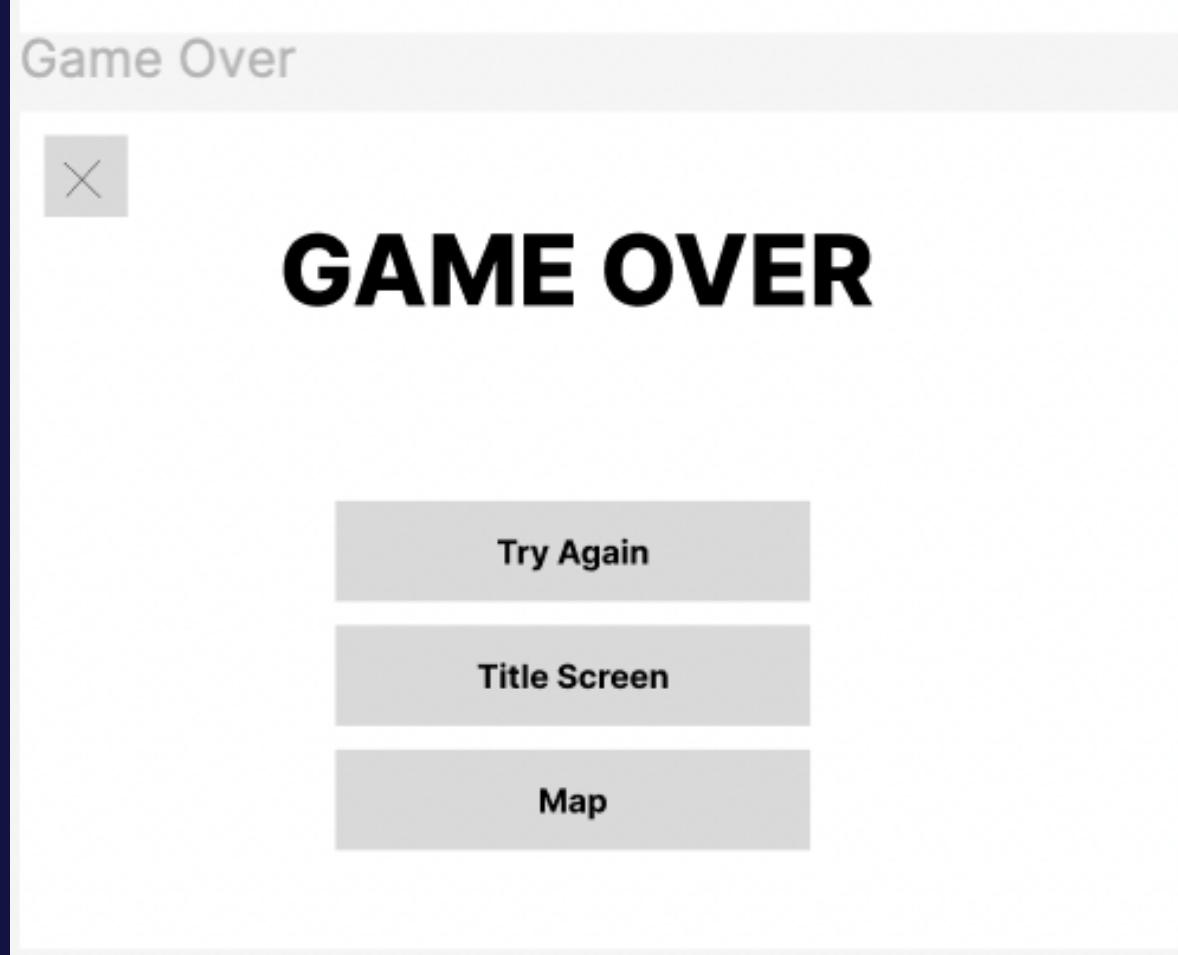
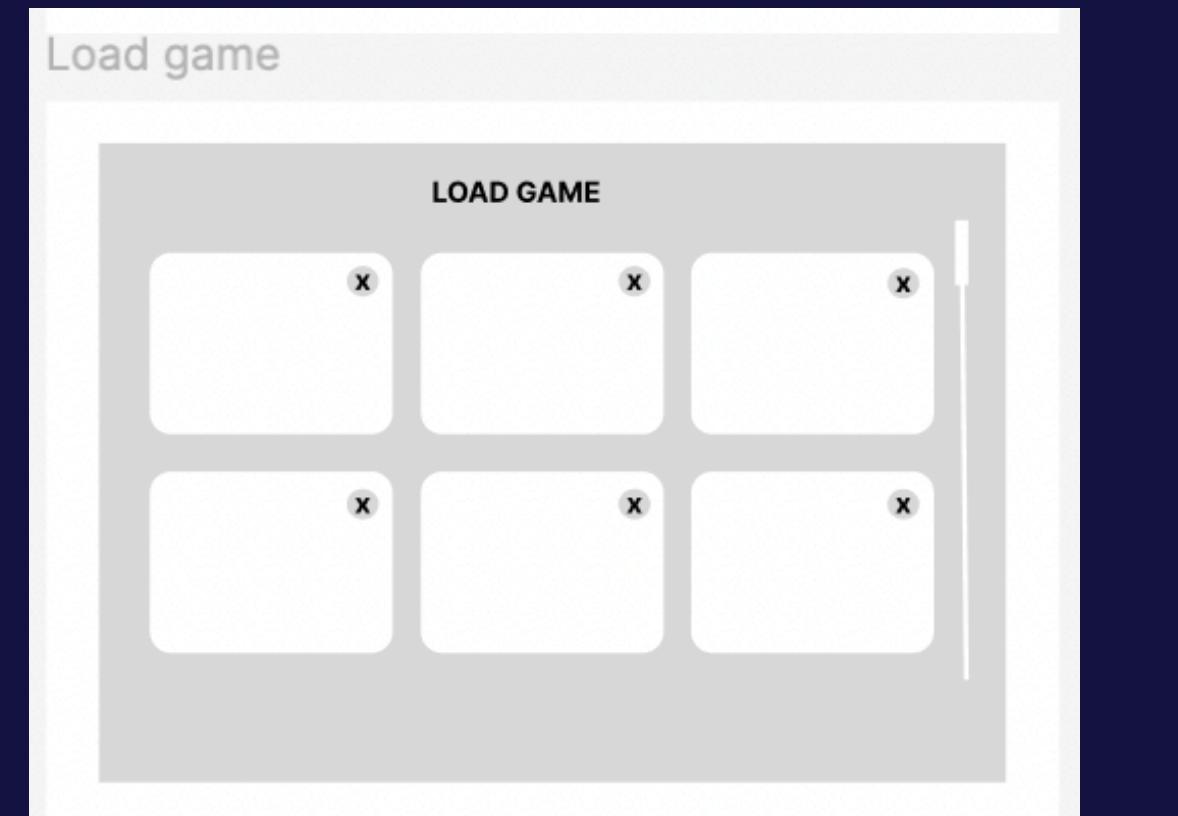
Level 2 - Check



Background







# WIREFRAME

## TRY IT OUT!

## INPUT/OUTPUT





# TASK DIVISION AND ASSIGNMENT

# TASK DIVISION/ASSIGNMENTS

Issue Type	Parent	Summary	Status	Assignee	Sprint	Inferred start date	Inferred due date
Epic		As a player, I want to know what my goal is to stay motivated in the game	Received Stories	elizatoma000		2025-02-10	2025-03-23
Task	LETS-33	Add script for dialogue to github	Received Stories	Sofia Martinez	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-33	Dialogue Class	Received Stories	elizatoma000	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-33	Different world names	Received Stories	elizatoma000	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-33	General Dialogue UI	Received Stories	elizatoma000	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-33	Story	Received Stories	Sofia Martinez	LETS Sprint Design & Planning	2025-02-10	2025-02-16
Epic		As a player, I want to save my progress in the game and log back in	Received Stories	Sofia Martinez		2025-03-24	2025-04-06
Task	LETS-27	Login (save the user)	Received Stories	Sofia Martinez	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a player, I want to choose my character for customizability	Received Stories	Laila Ghoujal		2025-02-17	2025-04-06
Task	LETS-28	Find graphics for each character	Received Stories	Laila Ghoujal	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-28	Integrate choosing of a character with change in appearance in game	Received Stories	Laila Ghoujal	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Task	LETS-28	Scene (grid) of all possible characters	Received Stories	Laila Ghoujal	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a player, I want to change between worlds to easily move around	Received Stories	Tabasum Chowdhury		2025-03-03	2025-04-06
Task	LETS-29	List of properties of each family	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-29	Integrate 7 different UI properties for each family	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Task	LETS-29	Map of every world based on periodic family	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Task	LETS-29	World button in top left	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a player, I want the game to look good so it draws me in	Received Stories	Laila Ghoujal		2025-02-17	2025-04-06
Task	LETS-35	Graphics	Received Stories	Laila Ghoujal	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-35	Theme Settings	Received Stories	Laila Ghoujal	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-35	UI + Controllers Games	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-35	UI + Controllers	Received Stories	Sofia Martinez	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-35	Sound Effects	Received Stories	Laila Ghoujal	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a player, I want to see what's in my backpack to know what I have stored	Received Stories	Sofia Martinez		2025-03-03	2025-03-23
Task	LETS-30	Backpack Class	Received Stories	Sofia Martinez	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-30	Implement draggability	Received Stories	Sofia Martinez	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Epic		As a player, I want my character to move smoothly when I press WASD, so that I can complete the levels	Received Stories	Tabasum Chowdhury		2025-03-03	2025-03-23
Task	LETS-34	Movement	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Epic		As a player, I want to see my progress to know how well I am doing	Received Stories	elizatoma000		2025-03-03	2025-04-06
Task	LETS-31	Timer	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-31	HUD	Received Stories	elizatoma000	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a player, I want to know how to play the game at the beginning as to not be confused	Received Stories	Laila Ghoujal		2025-04-07	2025-04-20
Task	LETS-32	User Manual	Received Stories	Laila Ghoujal	LETS Sprint Implementation 32	2025-04-07	2025-04-20
Epic		As a player, I want the game to have challenges and different game plays to keep me entertained	Received Stories	Sofia Martinez		2025-03-24	2025-04-06
Task	LETS-36	Power-Up Classes	Received Stories	Sofia Martinez	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a player, I want to be able to find help for when I don't understand a chemistry notion	Received Stories	Tabasum Chowdhury		2025-03-24	2025-04-20
Task	LETS-37	Practice options(?)	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Task	LETS-37	Button implementation	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Task	LETS-37	Resources and Help links and information	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 32	2025-04-07	2025-04-20
Epic		As a player, I want each gameplay to be different from the last to make it more interesting	Received Stories	elizatoma000		2025-03-03	2025-03-23
Task	LETS-38	Game Animation	Received Stories	elizatoma000	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Epic		As a programmer, I want to have all the reactions already in the program to be more time efficient	Received Stories	Sofia Martinez		2025-02-17	2025-03-02
Task	LETS-47	Find the database	Received Stories	Sofia Martinez	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Task	LETS-47	Database Class	Received Stories	Tabasum Chowdhury	LETS Sprint Implementation 1	2025-02-17	2025-03-02
Epic		As a player, I want to customize the look/sound of the game to fit my aesthetics	Received Stories	elizatoma000		2025-03-03	2025-04-06
Task	LETS-66	General Settings	Received Stories	elizatoma000	LETS Sprint Implementation 2	2025-03-03	2025-03-23
Task	LETS-66	Game Settings	Received Stories	elizatoma000	LETS Sprint Implementation 31	2025-03-24	2025-04-06
Epic		As a programmer, I want to know how each scene will look like, to know how to do the UI	Received Stories			2025-02-10	2025-02-16
Task	LETS-93	Wireframes & Mockups	Received Stories		LETS Sprint Design & Planning	2025-02-10	2025-02-16

# TASK ASSIGNMENTS

## Eliza

<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-17	Level Class/Worlds Class	<b>RECEIVED STORIES</b>	LETS Sprint Implementer	 elizatoma000
<input type="checkbox"/>	> 	LETS-33	As a player, I want to know what my goal is to stay motivated.	<b>RECEIVED STORIES</b>		 elizatoma000
<input type="checkbox"/>	> 	LETS-31	As a player, I want to see my progress to know how well I am doing.	<b>RECEIVED STORIES</b>		 elizatoma000
<input type="checkbox"/>	> 	LETS-38	As a player, I want each gameplay to be different from the last one.	<b>RECEIVED STORIES</b>		 elizatoma000
<input type="checkbox"/>	> 	LETS-66	As a player, I want to customize the look/sound of the game.	<b>RECEIVED STORIES</b>		 elizatoma000
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-112	Class Diagram	<b>RESOLVED STORIES</b>	LETS Sprint Design & Dev	 elizatoma000

## Laila

<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-3	Sprite Class	<b>RECEIVED STORIES</b>	LETS Sprint Implementer	 Laila Ghoujal
<input type="checkbox"/>	> 	LETS-28	As a player, I want to choose my character for customizability.	<b>RECEIVED STORIES</b>		 Laila Ghoujal
<input type="checkbox"/>	> 	LETS-35	As a player, I want the game to look good so it is draws me in.	<b>RECEIVED STORIES</b>		 Laila Ghoujal
<input type="checkbox"/>	> 	LETS-32	As a player, I want to know how to play the game at the beginning.	<b>RECEIVED STORIES</b>		 Laila Ghoujal

# TASK ASSIGNMENTS

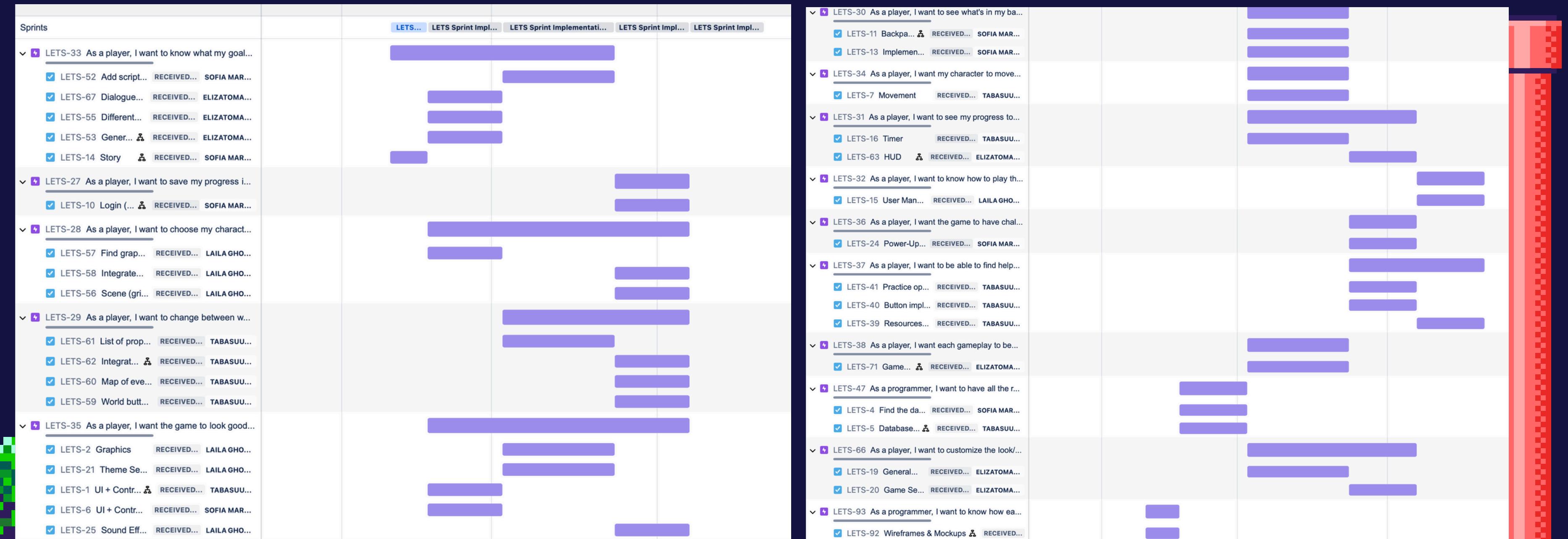
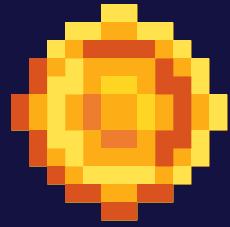
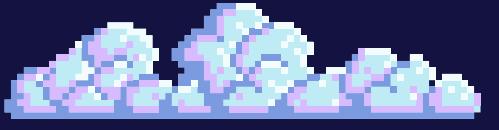
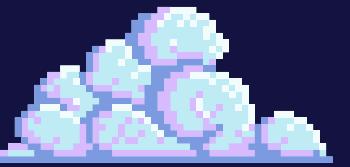
## Sofia

<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-9	Controllers (end level)	<b>RECEIVED STORIES</b>	LETS Sprint Implementer	 Sofia Martinez
<input type="checkbox"/>	> 	LETS-27	As a player, I want to save my progress in the game and log ...	<b>RECEIVED STORIES</b>		 Sofia Martinez
<input type="checkbox"/>	> 	LETS-30	As a player, I want to see what's in my backpack to know wh...	<b>RECEIVED STORIES</b>		 Sofia Martinez
<input type="checkbox"/>	> 	LETS-36	As a player, I want the game to have challenges and different...	<b>RECEIVED STORIES</b>		 Sofia Martinez
<input type="checkbox"/>	> 	LETS-47	As a programmer, I want to have all the reactions already in t...	<b>RECEIVED STORIES</b>		 Sofia Martinez

## Tabasum

<input type="checkbox"/>	> 	LETS-29	As a player, I want to change between worlds to easily move ...	<b>RECEIVED STORIES</b>		 Tabasum Chowdhury
<input type="checkbox"/>	> 	LETS-34	As a player, I want my character to move smoothly when I pr...	<b>RECEIVED STORIES</b>		 Tabasum Chowdhury
<input type="checkbox"/>	> 	LETS-37	As a player, I want to be able to find help for when I don't un...	<b>RECEIVED STORIES</b>		 Tabasum Chowdhury
<input type="checkbox"/>	<input checked="" type="checkbox"/>	LETS-113	Sample Input/Output Grid	<b>RESOLVED STORIES</b>	LETS Sprint Design &	 Tabasum Chowdhury
<input type="checkbox"/>	> 	LETS-93	As a programmer, I want to know how each scene will look li...	<b>RECEIVED STORIES</b>		
<input type="checkbox"/>	> <input checked="" type="checkbox"/>	LETS-119	Presentation deliverable 2	<b>RECEIVED STORIES</b>		

# TASK DIVISION PT 2



# SPRINT REPORT

Projects / Let's Chem  
**LETS Sprint Design & Planning**  
Deliverable 2

Search TC SM E User Epic GROUP BY None Insights View settings

**RECEIVED STORIES** + Create issue

**RESOLVED STORIES 4**

- Wireframes & Mockups ...  
AS A PROGRAMMER, I WANT TO KNOW ...  
 LETS-92 = User
- Story  
AS A PLAYER, I WANT TO KNOW WHAT ...  
 LETS-14 = SM
- Class Diagram  
 LETS-112 = E
- Sample Input/Output Grid  
 LETS-113 = TC

**CARRY OVER STORIES** ✓

**BLOCKED STORIES** +

