

We will be meeting Tuesday, Thursday from 5:00pm to 8:00pm.

Days left: 10 days

Game Level: 1

Day	Sprint Number	Goal	Time Spent (man hours)
March 26, 2019	1	Design map/Team Outline	2 days
March 28, 2019	2	Design storyline/quests	1 day
April 2, 2019	3	Design characters/NPCs	2 weeks
April 4, 2019	4	Code map linkage and collisions	2 days
April 9, 2019	5	Code NPCs/Characters	2 days
April 11, 2019	6	Code Quest Items	2 days
April 16, 2019	7	Design Intro to game	3 days
April 18, 2019	8	Code Intro to game	1 day
April 23, 2019	9	Test game (random user testing)	4 days
April 25, 2019	10	Fix first round of bugs	1 week