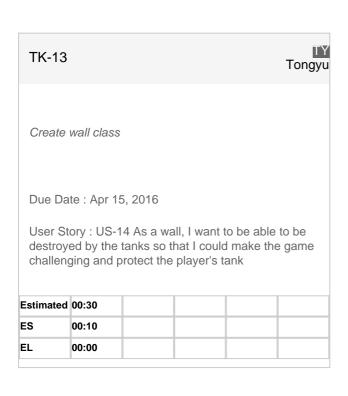
Printable Tasks & Issue

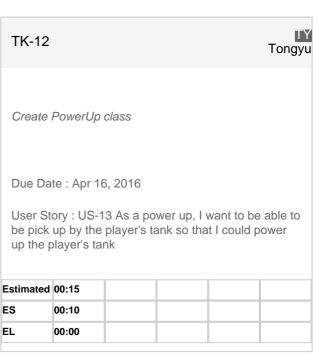
Sprint Name Phase 1: Design, plan and set up project

Days Left Completed

TK-15				AB Adrian
Look in:	to collisior	n handling		
Due Da	te : Apr 16	6, 2016		
	ory : US-1 walls so t		to be able sily.	to
Estimated	02:00			
ES	02:30			
EL	00:00			

	01:30 01:00				
move o	l 01:30				
move o					
User S	,	-15 As a ta ip so that I	,		
Due Da	ate : Apr	16, 2016			
Create	prelimary	y controller	to the gar	me	
					Ac





AB Adrian AB Adrian TK-20 TK-10 Work on six types of power up Add bullet class with its attributes Due Date: Apr 16, 2016 Due Date: Apr 17, 2016 User Story: US-13 As a power up, I want to be able to User Story: US-10 As a tank, I want to be able to be pick up by the player's tank so that I could power shoot bullets so that I could destroy other items. up the player's tank Estimated 02:00 Estimated 01:30 ES 02:30 ES 00:30 EL EL 00:00 00:00

PU Peter

TK-8					HG Hung	TK-9					Р
Create	Tank clas	s and its	correspor	nding attrik	outes	Create	tank mod	del			
User St	-	11 As a pl	-	ant to be a ng a game		User St	-	-11 As a	-	want to baying a ga	
Estimated	02:00					Estimated	00:45				
ES	01:00					ES	01:00				
	00:00	1		1		EL	00:00				

TK-11

Tongyu

Create GameView, MapView and Image Process

Due Date : Apr 15, 2016

User Story: US-12 As a map, I want to be generated, so I could provide a space for the game to take place

Estimated	03:00		
ES	03:15		
EL	00:00		

Printable Tasks & Issue

Sprint Name Phase 2: Develop

Days Left Completed

TK-28		AB
111 20	,	Adrian

Add basic functionalities of the player tank

Due Date: Apr 23, 2016

User Story: US-39 As a tank, I want to be able to move, shoot, destroy and have multiple lives so that I

could protect the base

Estimated	02:00		
ES	01:00		
EL	00:00		

Add different animations to the game such as appearances and explosion.

Due Date: Apr 23, 2016

User Story: US-38 As a game, I want to have different

animations so that the game would be real

Estimated	01:30		
ES	01:00		
EL	00:00		

TK-45 Hung

Create 4 kinds of enemies based on the original game.

Due Date: Apr 30, 2016

User Story: US-37 As an enemy, I want to create some difficulties to the player, so that the game will be more interesting.

Estimated 01:00

ES 01:00

EL 00:00

TK-47 Hung

Make enemies spawn randomly with different difficulties on the map

Due Date: Apr 30, 2016

User Story: US-37 As an enemy, I want to create some difficulties to the player, so that the game will be more interesting.

Estimated 02:00

ES 03:00

EL 00:00

HG TK-44 TK-43 Hung Create different enemies Explore and find suitable speed for the bullet Due Date: Apr 29, 2016 Due Date: Apr 23, 2016 User Story: US-36 As an enemy, I want move at a User Story: US-35 As a bullet, I want to have different certain speed and shoot at a certain speed, so that I speed at different situations so that I could be more could destroy more and avoid bullets from the player. useful to the tanks Estimated 04:00 Estimated 00:15 ES 06:00 ES 00:10 EL 00:00 EL 00:00 AΒ TK-41 TK-42 Adrian Adrian Create and update bullet class with different Update different sprite classes properties Due Date: Apr 22, 2016 Due Date: Apr 22, 2016 User Story: US-34 As a bullet, i want be able to shoot User Story: US-33 As a bullet, I want to be by tanks, so that I could become the weapon of the destructive so that I can destory obstacles and tanks tanks.

Estimated 00:15

00:15

00:00

ES

EL

Estimated 00:15

00:05

00:00

ES

EL

TK-40)				AB Adrian	TK-39	9				Adria
Create	e animatior	n for the b	ase			Create	e a brick s _i	prite class	5		
Due D	ate : Apr 2	2, 2016				Due D	ate : Apr 2	22, 2016			
white f	Story : US- flag when I know win/	am destr				detroy	Story : US- ed by the nging and	tanks so	that I cou	ld make t	
Estimate	d 00·15			1			d 00:15				
	u 00.13					Estimated					
ES	00:10					Estimated	00:05				
EL	00:10				AB	ES EL	00:05				A
ES EL TK-38	00:10				AB Adrian	ES	00:05				Adria
TK-38	00:10	prite class				ES EL TK-37	00:05	rite class			Adria
TK-38	00:10					ES EL TK-37	00:05				Adria
TK-38 Create Due D User S tanks	00:10 00:00	2, 2016 30 As wat t bullet pa	er, I want ass throug		Adrian	TK-37 Create Due Da	00:05 00:00	22, 2016 -29 As a s			Adria k bullet
TK-38 Create Due D User S tanks a make	00:10 00:00 8 ate: Apr 2 Story: US- and only lethe game i	2, 2016 30 As wat t bullet pa	er, I want ass throug		Adrian	TK-37 Create Due Da	00:05 00:00 7 ate : Apr 2 Story : US- nks so tha	22, 2016 -29 As a s			Adria k bullet
TK-38 Create Due D User S tanks	00:10 00:00 8 ate: Apr 2 Story: US- and only lethe game i	2, 2016 30 As wat t bullet pa	er, I want ass throug		Adrian	TK-37 Create Due Di User S and tai	00:05 00:00 7 ate : Apr 2 Story : US- nks so tha	22, 2016 -29 As a s			Adria k bullet

TK-36					AB Adrian	TK-35					AB Adrian
Create	tree sprite	e class				Create	the basi	c five pow	erUps in :	the game	Э
Due Da	ate: Apr 2	2, 2016				Due Da	te : Apr	23, 2016			
the map		can obfu	scate bull	to be show et and tank		differen	t propert ne game	-27 As a pies of the more inte	player's t	ank, so t	hat I could
Estimated	00:30					Estimated	03:00				
ES	00:15					ES	02:30				
EL	00:00					EL	00:00				
EL						_					

TK-46	HG Hung
Add proper methods so that the powerUp could be spawn on the map	pe

Due Date : Apr 30, 2016

User Story: US-27 As a powerUp, I want to improve different properties of the player's tank, so that I could make the game more interesting and be more useful to the players

Estimated	01:30		
ES	02:00		
EL	00:00		

TK-32	AB
111-32	Adrian

Handle bullets and tanks collisions

Due Date : Apr 24, 2016

User Story: US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted

Estimated	02:00		
ES	01:30		
EL	00:00		

TK-3	3				AB Adrian	TK-34					AB Adrian			
Handl	Handle tanks and bricks collision						Handle bullets and bricks collision							
Due D	Due Date : Apr 23, 2016					Due Date : Apr 23, 2016								
User Story: US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted					logic ar	nd properly the walls/	y deal with	n different	nt to run ga kinds of co ould be pro	ollision,				
Estimate	d 01:45					Estimated	01:45							
ES	02:00					ES	01:00							
EL	00:00					EL	00:00							

TY Tongyu

EL	00:00						EL	00:00						
ES	04:30					-	ES	01:00		-	4		_	
Estimated	03:00						Estimated	01:00						
User St logic ar	ate : Apr 25 tory : US-2 nd properly the walls/b	6 As a ga	different	kinds of	collision,		User St logic ar	ory : US- d proper the walls	29, 2016 -26 As a g ly deal wi /bullets ar	h differe	ent k	inds o	f collis	sion,
Add pro	oper transi	tions to dii	ferent JP	anel in th	ne game		Figure	out how i	to make th	e game	e resi	tart		
TK-48					Tongy	/ J	TK-50						To	ongy

TY Tongyu TK-31 TK-30 Tongyu Create a side bar for on each stage and include Create main menu for the game different information Due Date: Apr 26, 2016 Due Date: Apr 23, 2016 User Story: US-25 As a side bar, I want to show the User Story: US-24 As a Menu, I want to be a guide to extra lives of the player, the remaining enemies of the the player so that the player could enter the game stage and the current stage of the game, so that the easily player could play wisely Estimated 03:00 Estimated 02:30 ES 03:15 ES 03:00 00:00 EL EL 00:00

EL	00:00					EL	00:00						
ES	03:00					ES	02:45		+			-	
User St	t stages, s	22 As a m		t to be upo		User St	t sounds	-21 As a			nt to lister I would r		
Load different stages to the game						Add sound to proper events of the game							
TK-22	FK-22 Tong					TK-21						Р	

ΡU TK-49 TK-19 Peter Peter Fix problem that sometimes the sound plays twice Create GameOver class for the game Due Date: Apr 29, 2016 Due Date: Apr 27, 2016 User Story: US-21 As a player, I want to listen to User Story: US-20 As a player, I want to know if I win, different sounds for the game so that I would not be so that I could know how well I play the game bored Estimated 01:30 Estimated 01:30 ES 01:30 ES 02:30 EL 00:00 EL 00:00 HG TK-18 TK-17 Hung Adrian Create basic Tank AI class Add animations to different sprite class Due Date: Apr 26, 2016 Due Date: Apr 25, 2016 User Story: US-19 As a enemy, I want to create some User Story: US-18 As a player, I want to see difficulties to the player the game will be more animations for the game so that I could enjoy the interesting game more. Estimated 04:00 Estimated 00:30 ES 06:00 ES 00:45 EL 00:00 EL 00:00

TK-16 Tongyu

Create ScoreBoad for the game

Due Date : Apr 29, 2016

User Story: US-17 As a player, I want to know what my score is so that I could improve it next time

Estimated	02:30		
ES	04:00		
EL	00:00		

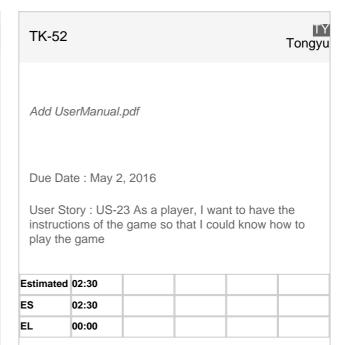
Printable Tasks & Issue

Sprint Phase 3: Debug, finalize and finish

Name documentations

Days Left Completed

TK-51				TY Tongyu
Add rea	adme.txt			
Due Da	ate : May 2	, 2016		
	tory : US-2 ions of the game			
Estimated	00:30			
ES	00:20			
EL	00:00			





TK-54				AB Adrian
Update	UML diaţ	grams		
Due Da	te : May 2	2, 2016		
	ons of the	23 As a pla e game so	-	
Estimated	04:00			
ES	04:30			
EL	00:00			

HG Hung TK-55 TK-56 Tongyu Add different JUnit tests Add UserStories.pdf Due Date : May 2, 2016 Due Date : May 2, 2016 User Story: US-23 As a player, I want to have the User Story: US-23 As a player, I want to have the instructions of the game so that I could know how to instructions of the game so that I could know how to play the game play the game Estimated 01:30 Estimated 00:15 ES 01:00 ES 00:15 EL EL 00:00 00:00 ΡU Peter

EL	00:00					EL	00:00						
ES	02:00					ES	01:00						
Estimated	02:00					Estimated	02:30						
User St	te : May 2 ory : US-2 ions of the game	23 As a pl				User St	ions of the	-23 As a			nt to have Id know h		
Create Presentation.ppt						Update and finish ProductBacklog.pdf							
TK-57	57 Pete							Pe					

HG TK-59 TK-60 Tongyu Hung Update and finish UseCase.pdf Update and finalize CRC cards Due Date: May 2, 2016 Due Date: May 2, 2016 User Story: US-23 As a player, I want to have the User Story: US-23 As a player, I want to have the instructions of the game so that I could know how to instructions of the game so that I could know how to play the game play the game Estimated 01:00 Estimated 01:00 ES 00:30 ES 00:45 EL 00:00 EL 00:00 ΤY TK-61 TK-62 Adrian Tongyu Add JUnit test for the map Add JUnit tests for CollisionUtility class Due Date: Not Defined Due Date: Not Defined User Story: US-23 As a player, I want to have the User Story: US-23 As a player, I want to have the instructions of the game so that I could know how to instructions of the game so that I could know how to play the game play the game Estimated 01:00 Estimated 02:00 ES 02:00 ES 02:00 EL 00:00 EL 00:00