Sprint	Id	Title	Hours Estimate	Hours Logge	Status	Responsible
	US-16	As a tank, I want to be able to destroy walls so that I could move easily.	2	2.5	Completed	Adrian Berg
	US-15	As a tank, I want to be able to move on the map so that I could perform actions.	1.5	1	Completed	Adrian Berg
	US-14	As a wall, I want to be able to be destroyed by the tanks so that I could make the game challenging and protect the player's tank	0.5	0.17	Completed	Team
	US-13	As a power up, I want to be able to be pick up by the player's tank so that I could power up the player's tank	2.25	2.67	Completed	Team
	US-10	As a tank, I want to be able to shoot bullets so that I could destroy other items.	1.5	0.5	Completed	Team
	US-11	As a player, I want to be able to navigate the tank so that I am playing a game.	2.75	2	Completed	Team
Phase 1: Design, plan and set up project	US-12	As a map, I want to be generated, so I could provide a space for the game to take place	3	3.25	Completed	Tongyu Yang
	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	2	1	Completed	Adrian Berg
	US-38	As a game, I want to hava different animations so that the game would be real	1.5	1	Completed	Adrian Berg
	US-37	As an enemy, I want to create some difficulties to the player, so that the game will be more interesting.	3	4	Completed	Hung Giang
	US-36	As an enemy, I want move at a certain speed and shoot at a certain speed, so that I could destroy more and avoid bullets from the player.	4	6	Completed	Hung Giang
	US-35	As a bullet, I want to have different speed at different situations so that I could be more useful to the tanks	0.25	0.17	Completed	Adrian Berg
	US-34	As a bullet, i want be able to shoot by tanks, so that I could become the weapon of the tanks.	0.25	0.08	Completed	Adrian Berg
	US-33	As a bullet, I want to be destructive so that I can destory obstacles and tanks	0.25	0.25	Completed	Adrian Berg
	US-32	As a base, I want to change to a white flag when I am destroyed so that the player would know win/lose.	0.25	0.17	Completed	Adrian Berg
	US-31	As a brick, I want to be able to be detroyed by the tanks so that I could make the game challenging and protect the player's tank	0.25	0.08	Completed	Adrian Berg
	US-30	As water, I want to block all the tanks and only let bullet pass through, so that I can make the game interesting.	0.25	0.25	Completed	Adrian Berg
	US-29	As a steel, I want to block bullet and tanks so that I can make the game interesting	0.25	0.25	Completed	Adrian Berg
	US-28	As a tree, I want to be shown on the map, so that I can obfuscate bullet and tanks to make the game interesting	0.5	0.25	Completed	Adrian Berg
	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	4.5	4.5	Completed	Adrian Berg & Hung Giang
	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	9.5	10	Completed	Adrian Berg & Tongyu Yang
Phase 2: Develop	US-25	As a side bar, I want to show the extra lives of the player, the remaining enemies of the stage and the current stage of the game, so that the player could play wisely	3	3.25	Completed	Tongyu Yang

	US-24	As a Menu, I want to be a guide to the player so that the player could enter the game easily	2.5	3	Completed	Tongyu Yang
	US-22	As a map, I want to be updated at different stages, so that the game could be interesting	2.25	3	Completed	Tongyu Yang
	US-21	As a player, I want to listen to different sounds for the game so that I would not be bored	4	4.25	Completed	Peter Unrein
	US-20	As a player, I want to know if I win, so that I could know how well I play the game	1.5	2.5	Completed	Peter Unrein
	US-19	As a enemy, I want to create some difficulties to the player the game will be more interesting	4	6	Completed	Hung Giang
	US-18	As a player, I want to see animations for the game so that I could enjoy the game more.	0.5	0.75	Completed	Adrian Berg & Hung Giang
	US-17	As a player, I want to know what my score is so that I could improve it next time	2.5	4	Completed	Tongyu Yang
Phase 3: Debug, finalize and finish documentations	US-23	As a player, I want to have the instructions of the game so that I could know how to play the game	21.25	21.33	Completed	Team