Sprint backlog

User Stories	Tasks	LV 4	LV 5	LV 6	LV 7	LV 8
As a player, I want to be able navigate my character around the world	Create a player.	X				
	Implement the steering of the player	X				
	Create static buildings	X				
As a player, I would like to kill hostile zombies and interact with other humans/zombies on the map	Create zombies	X				
	Create humans		X			
	Algorithms: Target orientation A* algorithm	X	X			
	Create weapons	X				
	Pick up weapons					
	Health meter					
	Inventory					
As a player, I want to choose which map I should play on and make other choices in some sort of start menu.	Create a graphical representation of the start menu					
	Create a "settings" option					
	Let the user choose game options (map, number of zombies from start aso.)					