

# Product backlog

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User Stories (Epics)	Tasks	Time estimation	Completed
<b>As a player, I want to be able navigate my character around the world</b>	Create a player.		X
	Create a map (with buildings and other obstacles)		½ X
	Implement the steering of the player		X
	Take care of the visual representation of the world and the player (camera should be concentrated on the player)		X
<b>As a player, I would like to kill hostile zombies and interact with other humans on the map</b>	Create zombies and humans		X
	Implement AI for humans/zombies (algorithms for path finding/obstacle avoidance and target orientation)		X
<b>As a player, I want to choose which map I should play on and make other choices in some sort of start menu.</b>	Create a graphical representation of the start menu		X
	Create a “settings” option		X
	Let the user choose game options (map, number of zombies from start aso.)		½ X
	Pause menu		X

<b>As a player, I want to be able to walk into a house.</b>	Implement a house.		$\frac{1}{2} X$
	Remove the roof when the player walks into it.		X