Product backlog

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| User Stories (Epics) | Tasks | Time estimation | Completed |
| **As a player, I want to be able navigate my character around the world** | 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 |
| **As a player, I would like to kill hostile zombies and interact with other humans on the map** | Create zombies and humans |  | X |
| Implement AI for humans/zombies (algorithms for path finding/obstacle avoidance and target orientation) |  | X |
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| **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.) |  |  |
| Pause menu |  |  |
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| **As a player, I want to be able to walk into a house.** |  |  |  |
| Implement a house. |  |  |
| Remove the roof when the player walks into it. |  |  |
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