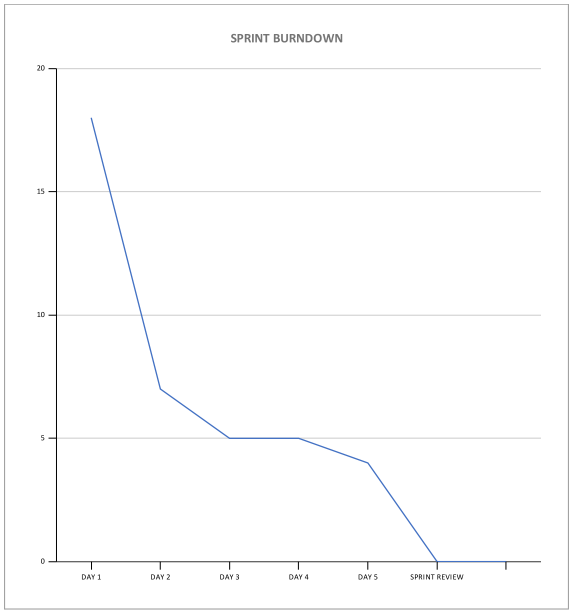
AGILE SPRINT BACKLOG TEMPLATE WITH BURNDOWN CHART

BACKLOG TASK & ID	STORY POINTS	ASSIGNED TO	STATUS	ORIGINAL ESTIMATE	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	SPRINT REVIEW
User Story #1	**3**									
Implement a healer player	1	Braden, David, Robert	Complete	4	1	1	1	0		
implement a Die class	1	David	Complete	2	1	0	0	0		
use a dice roll to determine how far the playe during an encounter.	1	David, Robert, Braden	Complete	1	1	1	0	1		
User Story #2	**4**									
Implement a tribe-like entity(artifcats)	1	Braden	Complete	3	1	1	1	0		
Implement multiple strategies for each of you	1	Braden,Robert,David	Complete	4	0	1	1	0		
Implement a GUI	1	Braden,Robert,David	Cancelled	1	0	0	0	0		
Use a random seed	1	Braden,Robert,David	Complete	1	1	0	0	1		
User Story #3	**2**									
Update UML	1	David	Complete	1	1	0	1	1		
Update Burndown	1	Robert	Complete	1	1	1	1	1		
User Story #4										
TOTAL				**18**	**7**	**5**	**5**	**4**	**0**	**0**