Epic	Release name	Sprint name	Story title
	Release 1	Sprint1 - Basic Scrum Setup	Email Profs
	Release 1	Sprint1 - Basic Scrum Setup	Set up git project
	Release 1	Sprint1 - Basic Scrum Setup	Set up git project
	Release 1	Sprint1 - Basic Scrum Setup	Set up git project
	Release 1	Sprint1 - Basic Scrum Setup	Scrum part
Canvas	Release 1	Sprint2 - Visuals	Background
Canvas	Release 1	Sprint2 - Visuals	Background
Canvas	Release 1	Sprint2 - Visuals	Background
Menu	Release 1	Sprint3 - Basic functionality	Setup menu
Menu	Release 1	Sprint3 - Basic functionality	Setup menu
Gameplay	Release 1	Sprint3 - Basic functionality	Asteroid part
Gameplay	Release 1	Sprint3 - Basic functionality	Asteroid part
Gameplay	Release 1	Sprint3 - Basic functionality	Asteroid part
Gameplay	Release 1	Sprint3 - Basic functionality	Asteroid part
Gameplay	Release 1	Sprint3 - Basic functionality	Ship part
Gameplay	Release 1	Sprint3 - Basic functionality	Ship part
Gameplay	Release 1	Sprint3 - Basic functionality	Ship part
Gameplay	Release 1	Sprint3 - Basic functionality	Miscellaneous
Canvas	Release 2	Sprint 4 - Advanced visuals	Upgrade overall graphics
Canvas	Release 2	Sprint 4 - Advanced visuals	Upgrade overall graphics
Menu	Release 2	Sprint 4 - Advanced visuals	Make main menu
Menu	Release 2	Sprint 4 - Advanced visuals	Make main menu
Menu	Release 2	Sprint 4 - Advanced visuals	Make main menu
Gameplay	Release 2	Sprint 5 - Advanced functionality	Movement
Gameplay	Release 2	Sprint 5 - Advanced functionality	Powerups
Gameplay	Release 2	Sprint 5 - Advanced functionality	Boss
Menu	Release 2	Sprint 5 - Advanced functionality	"Miscellaneous"
Menu	Release 2	Sprint 5 - Advanced functionality	"Miscellaneous"
Menu	Release 2	Sprint 5 - Advanced functionality	"Miscellaneous"
Menu	Release 2	Sprint 5 - Advanced functionality	"Miscellaneous"
Gameplay	Release 2	Sprint 5 - Advanced functionality	Pause button

Description	Story estimated time	Story spent time
	30	30
	330	300
	10	10
	10	10
	0	210
As a user I'd like an aesthetically pleasing interface.	360	756
As a user I'd like an aesthetically pleasing interface.	360	756
As a user I'd like an aesthetically pleasing interface.	360	756
As a user, I'd like to have set up options for the game.	600	420
As a user, I'd like to have set up options for the game.	600	420
As a user, I'd like the larger asteroids to split when hit.	540	840
As a user, I'd like the larger asteroids to split when hit.	540	840
As a user, I'd like the larger asteroids to split when hit.	540	840
As a user, I'd like the larger asteroids to split when hit.	540	840
As a user, I'd like the ability to move around with gravity.	240	660
As a user, I'd like the ability to shoot.	240	660
As a user, I'd like the ability to shoot.	240	660
As a user, I'd like a live updating score.	60	60
As a user, I would like nice graphics.	120	120
As a user, I would like nice graphics.	120	120
As a user, I would like a main menu.	0	360
As a user, I would like a main menu.	0	360
As a user, I would like a main menu.	0	360
As a user, I want the ability to spin and move around the screen.	300	360
As a user, I want the ability to pick up powerups like shields and upgraded weapons.	60	60
As a user, I would like a boss battle.	120	120
	300	420
	300	420
	300	420
	300	420
As a user, I would like to have a pause button so that I may choose to quit the game, or enter the in-game st	0	120

Task title	Task assignee full name	Task estimated time	Task spent time
Email dancy	Andrew Gray	30	30
Set up the git	Dylan Zucker	30	30
Pull the git project	Dylan Zucker	10	10
Pull the git project	Andrew Gray	0	300
Add sprints and user stories	Andrew Gray	0	210
Setup background	Andrew Gray	120	120
Model for ship	Dan Kershner	120	318
Model for asteroids	Dan Kershner	120	318
Start menu	John Piermatteo	300	120
options menu	Andrew Gray	300	300
Random spawns	John Piermatteo	60	0
Movement	Dylan Zucker	120	540
Random sizes	Dan Kershner	60	0
Splitting asteroids into smaller ones	Andrew Gray	300	300
Add movement and spin	Dylan Zucker	120	420
Ability to shoot	Dan Kershner	120	120
bullets	Dylan Zucker	0	120
Working score	Andrew Gray	60	60
Make background a cool picture/picture	Dylan Zucker	0	0
Plane/asteroids/bullets	John Piermatteo	120	120
Control options	Andrew Gray	0	180
Start button	Dan Kershner	0	120
ADD A SICK LOGO	Dylan Zucker	0	60
perfect "spacelike" movement	John Piermatteo	300	360
clear the screen power up	Dan Kershner	60	60
Make functionality to boss	Dan Kershner	120	120
Add stories	Andrew Gray	60	120
NEED A SICK LOGO	Dylan Zucker	60	60
Javadocs	Dan Kershner	60	120
JUnit	John Piermatteo	120	120
Adding a functioning pause button	John Piermatteo	0	120