Project 2 Product Backlog

Backlog Item	Priority	Complexity	Estimated Time (hours)	Completed?
Allow for player to walk around a map	High	Low	2	Yes
Allow for player to walk inside building from a map	High	Low	2	Yes
Design sprites, tilesets	High	High	43	Yes
Create tilemaps for the campus	High	Medium	5	Yes
Create tilemaps for inside the buildings	High	Medium	4 per scene	Yes
Create coffee mugs for the player to pick up and restore energy	High	Medium	3	Yes
Create books for the player to pick up and increase knowledge	High	Medium	3	Yes
Create status bars that display energy and knowledge and update	High	High	8-10	Yes
Add a battle system	High	High	10	Yes
Win a game after 3 battles versus exams	High	Low	2	Yes
Add animations for moving characters	Medium	Medium	1-2 per every 2 NPCs	Yes
Add audio for scenes and objects (music + sound effects)	Low	Low	1-2	Mostly
Populate campus with NPCs	Medium	Low	1-2 per every 2 NPCs	Yes
Design dialogues box, text and sound for NPCs	Medium	High	2 per dialogue	Yes
Add interactions with NPCs	Medium	High	1-2 per every 2 NPCs	Mostly
Add a test mode	High	High	10-15	Mostly
Settings menu accessible from title screen	Medium	Medium	5-7	Yes
Style sheet mainpulation via settings menu	Low	Low	2	No
Volume controllable in settings menu	Low	Low	1	Yes
Add interactive sprite of Professor Gill	High	Medium	2-3	Yes
Add animations to the battle scene	Medium	Medium	4-5	No
Add a time limit and timer	Medium	High	5	No