Project Taskboard
(10/4/2018)

User Story	New	In Progress	To Verify	Accepted
US1.1 User sees a main menu Priority: high	Task: Add options to the main menu Person: N/A EH: 3 SH: 0 TH: 3 Task: Make main menu look better Person: N/A EH: 4 SH: 0 TH: 4	N/A	N/A	Task: Design basic main menu Person: Ahmad Khaled EH: 2 SH: N/A TH: 0
US1.2 Game runs on portrait mode with camera following the player Priority: high	Task: Make the camera shake when bullet is fired Person: N/A EH: 1.5 SH: 0 TH: 1.5 Task: Camera gets affected by aim angle Person: N/A EH: 1.5 SH: 0 TH: 1.5	N/A	N/A	Task: Create a map loader Person: Ahmed Essam EH: 3 SH: N/A TH: 0 Task: Camera gets pivoted at the player Person: Ahmed Essam EH: 0.5 SH: 0.5 TH: 0
US2.1 Player can move the character Priority: hight	Task: Take inertia and acceleration into consideration Person: N/A EH: 5	N/A	N/A	Task: Develop basic control system Person: Ahmed Essam EH: 0.5 SH: 0.5

	SH: 0 TH: 5			TH: 0 Task: Develop collision system Person: Omniia Mohyee EH: 3 SH: 3 TH: 0
US2.2 Player can kill enemy characters Priority: high	Task: Create health system Person: Ahmad Khaled EH: 0.5 SH: 0 TH: 0.5 Task: Create score system Person: N/A EH: 1.5 SH: 0 TH: 1.5	Task: Enemy system gets notified when an enemy is attacked Person: Ahmed Khaled/ Ibrahim Mahmoud EH: 2 SH: 0.5 TH: 1.5	N/A	Task: Design customizable weapon component, and its builder Person: Ibrahim Mahmoud EH: 3 SH: N/A TH: 0 Task: Create a weapon system Person: Ibrahim Mahmoud EH: 6 SH: N/A TH: 0
US2.3 Enemy can patrol the area where it has spawn, and chase the player when seen Priority: high	Task: Design intelligent patrol system without preprogrammed paths Person: Ahmad Khaled EH: 4 SH: 0 TH: 4	Task: Make the enemy chase the player when seen Person: Ahmad Khaled EH: 5 SH: N/A TH: 0	Task: Design patrol system based on preprogrammed paths Person: Ahmad Khaled EH: 3 SH: N/A TH: 0	Task: Model the map as a graph and develop basic searching algorithm Person: Ahmad Khaled EH: 2 SH: N/A TH: 0 Task: Develop basic vision system Person: Ahmad Khaled EH: 3 SH: N/A TH:0