

1) Tool Selection

Selected Tool : Trello

Methodology : Kanban Board

Reason :

Trello is simple, visual, and ideal for small game teams using Agile/Kanban workflows.

2) Board Setup (Workflow Columns)

The Trello board contains **5 lists**, matching the required workflow:

1. Backlog
2. Ready for Sprint
3. In Progress
4. Review / QA
5. Done

3) Task Population

Team Roles (Simulated)

- Programmer
- Level Designer
- UI Designer
- Game Designer

4) Task Board (Structured View)

*Backlog

Task	Role	Priority
Add player animation states (idle/run/jump)	Programmer	Should Have
Add hazards (spikes / pits)	Level Designer	Must Have
Camera follow setup	Programmer	Should Have

*Ready for Sprint

Task	Role	Priority
Implement jump & gravity	Programmer	Must Have
Add collision & ground detection	Programmer	Must Have
Create goal object (exit)	Level Designer	Must Have
Win / Lose screen UI	UI Designer	Should Have

***In Progress**

Task	Role	Priority
Horizontal player movement	Programmer	Must Have
Create tilemap & platforms	Level Designer	Must Have
Restart level logic	Programmer	Must Have

***Review / QA**

Task	Role	Priority
Player character prefab setup	Programmer	Must Have
Main menu (Start button)	UI Designer	Should Have

***Done**

Task	Role	Priority
Level layout design (blockout sketch)	Level Designer	Must Have
Scene flow setup (menu → level)	Game Designer	Must Have

5) MoSCoW Priority Usage

Labels used in Trello:

- **Must Have** – core functionality required for First Playable
- **Should Have** – improves experience but not blocking

All tasks have a **priority label applied**.

6) screenshot

