

BACKLOG






















































Note: We assign our schedule by taking what we want to work on for the next 2 weeks.

For example, on week 4, monday, we will assign tasks for week 4 and 5. Then on week 6, monday, we will assign tasks for week 6 and 7.

Exceptions: Some tasks are assigned based on our roles such as the Testing Manager will be taking the task of user testing 1 and 2.

Completion	Priority	Epic	Task	Owner	Type	Estimate (h)	Planned Week
Not Started	Could Have	UX	Polish Levels - 2	Everyone	Code	4	13
Not Started	Could Have	UX	User testing - 2	Lau Yong Hui	Playtesting	2	12
Not Started	Could Have	UX	Polish Levels - 1	Everyone	Code	4	11
Not Started	Should Have	UX	User testing - 1	Lau Yong Hui	Playtesting	2	10
Not Started	Should Have	Music	Music & Sound Effect	<TBC> Wk 10	Code	1	10
Not Started	Should Have	Level Design	Level 1 - Building	<TBC> Wk 8	Code	8	9
Not Started	Should Have	Level Design	Level 2 - Building	<TBC> Wk 8	Code	8	9
Not Started	Should Have	Level Design	Level 3 - Building	<TBC> Wk 8	Code	8	9
Not Started	Should Have	Level Design	Level 4 - Building	<TBC> Wk 8	Code	8	9
Not Started	Should Have	UI	Enemy Sprite	<TBC> Wk 8	Design	8	8
Not Started	Should Have	Animation	Enemy Animation	<TBC> Wk 8	Design	8	8
Not Started	Should Have	Level Design	Stage design	Lau Yong Hui	Design	5	8
Not Started	Should Have	UI	Character & level sprite	<TBC> Wk 6	Design	8	7
Not Started	Should Have	Animation	Character Animation	<TBC> Wk 6	Design	8	7
Not Started	Should Have	Level Design	Tutorial Level - Setting up guides	<TBC> Wk 6	Code	4	7
Not Started	Should Have	Level Design	Tutorial Level - Setting up game level	<TBC> Wk 6	Code	8	7
Not Started	Should Have	Enemy AI	Basic Type Enemy AI (Skitter) & Interaction (Damage)	<TBC> Wk 6	Code	8	6
Not Started	Could Have	Enemy AI	Medium type enemy (Hopper) & Interaction (Damage)	<TBC> Wk 6	Code	8	6
Not Started	Could Have	Enemy AI	Elite Type Enemy AI (Titan) & Interaction (Damage)	<TBC> Wk 6	Code	8	6
Not Started	Must Have	UI	User Interface	Lau Yong Hui	Code	12	5
Not Started	Must Have	Engine Building	Load System & Basic Map Editor	Liu Ke	Code	4	5
In Progress	Must Have	Engine Building	Hookshot Mechanic - Physics	Wei Wen Tan	Code	12	5
Not Started	Must Have	Engine Building	Camera system	Egi Tan	Code	8	5
In Progress	Must Have	Engine Building	Input System	Lau Yong Hui	Code	6	4
In Progress	Must Have	Engine Building	Rendering System - Meshes & Draw	Liu Ke	Code	8	4
In Progress	Must Have	Engine Building	Physics System	Wei Wen Tan	Code	8	4
In Progress	Must Have	Engine Building	Collision System	Egi Tan	Code	8	4
Completed	Must Have	Engine Building	Object Manager	Everyone	Code	1	3

PRIORITY	COMPLETION
Must Have	Not Started
Should Have	Completed
Could Have	In Progress
Won't Have	

Epic	JAN	FEB	MAR	APR
>  HOOK-32 Object Manager				
>  HOOK-21 Input System				
>  HOOK-28 Rendering System				
>  HOOK-29 Physics System				
>  HOOK-31 Collision System				
>  HOOK-34 User Interfacce				
>  HOOK-35 Load System & Basic Map Edit				
>  HOOK-30 Hookshot Mechanic - Physics				
>  HOOK-33 Camera System				
>  HOOK-42 Basic Type Enemy AI				
>  HOOK-43 Medium type enemy				
>  HOOK-44 Elite Type Enemy AI				
>  HOOK-39 Tutorial Level - Setting up guide				
>  HOOK-40 Tutorial Level - Setting up game				
>  HOOK-46 Character Animation				
>  HOOK-47 Character & level sprite				
>  HOOK-36 Stage Design				
>  HOOK-45 Enemy Animation				
>  HOOK-48 Enemy Sprite				
>  HOOK-49 Level 1 - Building				
>  HOOK-50 Level 2 - Building				
>  HOOK-51 Level 3 - Building				
>  HOOK-52 Level 4 - Building				
>  HOOK-41 Music & Sound Effect				
>  HOOK-37 User Testing 1				
 HOOK-57 Polish Levels				
>  HOOK-38 User Testing 2				
 HOOK-58 Polish Levels				