

Task Board

By K.A.K

| Stories | | To Do | In Progress | Ready for Testing | Complete | Assigned to |
|---------------|--|---|-------------|-------------------|----------|-------------|
| Player | play a game that runs smoothly | enjoy the game | | | 1 | Team |
| Player | use the arrow keys | move the bomber man around the map | | | 1 | Alice |
| Player | play against other people online | test my skill against real people. | | | 1 | Khai |
| Player | know the number of monsters currently alive | know how many more I have to kill | | | 1 | Khoi |
| Player | chose between single player and multiplayer | chose how I want to play the game | | | 1 | Khoi |
| Player | be able to win or lose | have a purpose to play the game | | | 1 | Khoi |
| Online player | know how many people are playing with me | decide on my strategies | | | 1 | Team |
| Online player | limit the number of players to maximum 3 players | have a better chance of winning and have a balance game | | | 1 | Alice |
| Online player | host a game online | challenge other people | | | 1 | Khai |
| Online player | connect to a game hosted online | play against the challenger | | | 1 | Khai |
| Online player | start the game at different locations on the map with my enemies | collect more power before meeting him | | | 1 | Alice |
| Host | be the only person to start the game | have absolute authority whether or not to start the game. | | | 1 | Khai |
| Client | enter the IP address of the host | connect to the host player | | | 1 | Team |
| Game object | know when I collide with another objects | react accordingly | | | 1 | Khai |
| Bomber man | power up | be stronger and kill monsters faster and defeat other players | | | 1 | Alice |
| Bomber man | plant bombs | kill monsters, destroy walls and defeat other players | | | 1 | Khai |

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|---------------|--|--|--|--|---|-------|
| Bomber man | move around the map | find and defeat other monsters and players | | | 1 | Khai |
| Monster | kill the player when I touch them | defeat the player | | | 1 | Khai |
| Monster | move around the map | kill the player easier | | | 1 | Team |
| Bomb | wait a short amount of time before explode | give the bomber man time to hide | | | 1 | Khai |
| Bomb | explode | destroy other objects | | | 1 | Team |
| Wall | block the movement of other objects | limit their movements and make the game more challenging | | | 1 | Khai |
| Wall | block the explosion | protect behind objects in the game | | | 1 | Khai |
| Power up | be absorbed by the bomber man | power up the bomber man | | | 1 | Alice |
| Power up | power up the bomber man in term of speed, bomb limit or explosion size | make the bomber man stronger | | | 1 | Alice |
| Map | have walls randomly | limit monsters' and bomber man's movement. | | | 1 | Khai |
| Map | spawn monsters occasionally | defeat the player easier | | | 1 | Alice |
| Game designer | animate game objects | make the game look livelier and more interesting | | | 1 | Khoi |
| Game designer | have background music | boost the player's experience when playing the game | | | 1 | Khoi |
| Game designer | have sound effects | boost the player's experience when playing the game | | | 1 | Khoi |
| miscellaneous | | | | | 1 | Khoi |
| Set up Git | | | | | 1 | Khai |
| Debug | | | | | 1 | Khai |
| Documents | | | | | 1 | Team |
| Presentation | | | | | 1 | Team |