	Amazin	ig App Back	log			
Members: Nikki Gowan, Jahnae Reese, Thomas Lao Task Description	B. I. II.		01.1	0.181		
Task Description Brainstorm Ideas Discuss what app we want to make	Priority	Member	Status	Start Date Cor	nplete Date 3/13	Comnets
Choose an Idea Pick from our app ideas that were brainstorm	4	All	Completed	3/7	3/13	
Design UI Design the basic user interface and navigation	4	All	Completed	3/13	5/12	Moved to not started- decided to prioritize basic gameplay first
Decide Gameplay Decide basic gameplay to get our project star	4	All	Completed	3/13	3/13	
Connect to GitHub Connect all our accounts to GitHub repo to sh	4	All Jahnae Reese	Completed	3/13	3/13	
pload Default Cod Upload default code to GitHub repo so we are	4			3/13	3/13	
haracter Moveme Get the player character doing basic moveme	4	Jahnae Reese	Completed	3/14	4/9	
Enemy Spawning Get a basic enemy to spawn Enemy Health Set up basic enemy health	4	Thomas Lao	Completed Completed	3/14 3/14	4/9 4/20	
Player Health Set up basic enemy health Player Health Set up basic player character health			Completed	3/14	4/20	
Enemy Movement Get the enemies doing basic movements	4		Completed	3/14	4/23	
Basic Enemy Al Set up basic Al for enemies	4	Thomas Lao	Completed	4/9	4/20	
Character Attack Set up basic attack for player character	4	Jahnae Reese	Completed	4/20	4/27	
Enemy Attack Set up basic attack for enemies	4	Nikki Gowan	Completed	4/20	4/24	
Basic Camera Set up a basic camera	4	All	Completed	4/9	4/20	
Review LibGDX Review how LibGDX works over break Game Models implement the game models/objects: Player, I	4	All	Completed Completed	3/28 4/1	4/1 4/9	Break from working on project- just review Break from working on project- just review
Player Movement set up basic player controls		Jahnae Reese	Completed	4/1	4/9	worked or setting by the player mode, with get elemby and calment intode set up we have basic control that work vis developed money, but we want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode in the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode. We want mobile screen touch controls instead where the player mode is the player mode in the player mode. We want mobile screen touch controls instead where the player mode is the player mode in the player mode. We want mode is the player mode in the player mode in the player mode in the player mode is the player mode. We want mode is the player mode in the player
Enemy Spawner Adjust logic with spawning multiple enemies	4		Completed	4/20	4/23	
Player Bullets Set up basic player bullets to attack enemies	4	Jahnae Reese		4/20	4/27	
Fix Shake Fix problem with shaky enemies	4	Nikki Gowan	Completed Completed	4/20	4/23	
Camera Check Check if camera needs to be adjusted as is	4	All	Completed	4/20	5/4	The camera works and follows the player without issues. It might be a little workly but that is the least of our priorities right now.
Health Logic Add basic logic to health	4	Nikki Gowan	Completed	4/20	4/24	huld asked to an account scalling has been added hullet as called with account
Fix Bullets Adjust logic for player attack Bullet Logic Player shoot targeting system logic	4	parinae Keesi	Completed Completed	4/27 4/30	4/30 5/10	builet going to an enemy position has been added. builet can collide with enemy. The code logic to the player's targetting system for automated shooting is proving quite difficult. We want the first enemy seen by the player to be killed, then delete that builet and the enemy that was first seen and destroyed. There might be an edge case I am not seeing but I am not concerned with that right now.
Fix Removal g sprites from the screen after specific events	4	All		4/30	5/5	THE COLD EXPLORED THE BIRD AND ADDRESS AND
Fix Bullet Appear Fix bug where bullets don't appear correctly	4		Completed Completed	5/8	5/10	
Add Rage Mode Add rage mode which makes enemies strong	4	Thomas Lao	Completed	5/16	5/17	
Add Screens Add main menu and game over screen	4	Jahnae Reese	Completed	5/12	5/17	
Write Instructions Write up instructions for final report	4		Completed	5/16	5/18	
Check Code Make sure code repository is up to date	4	All	Completed	5/17	5/18 5/18	
Add Backlog Add backlog to repository Add APK Add APK to repository	4	All	Completed Completed	5/17 5/17	5/18	
Demo Record final presentation video	2	All	In Progress	5/17	0.10	
			-9			