Sprint	PBI #	User Story	Task	Status	Person
Sun, 11/20	1	As a user, I can start the game by hitting the start button. I can move the unicorn up and down using up and down arrow to avoid enemies and earn gems to power up	PBI 1 Tasks (Design)	Not Started/ Date Started/ Date Complete	
			start button	Completed	lily
			rough sketch draft character	Completed	lily and Kat
			sketch draft character	Completed	lily and Kat
			character	Completed	lily and Kat
			jewel	Completed	lily
			smaller enemy rough draft	Completed	lily
			smaller enemy	Completed	Lily
			smaller enemy	Completed	Lily
			clouds design	Completed	Kat
			boss rough draft	Completed	Kat
			boss	Completed	Kat
			wining scene	Completed	Kat
			scenes design	Completed	Lily
			Start Scene	Completed	Kat
Tue, 11/29	2	As a user, i can navigate through start scene to game scene fully designed. & choose my character	PBI 2 Tasks (Implant)		
			character designs	Completed	kat and lily
			jewel	Completed	kat and lily
			start button	Completed	Lily
			smaller enemy rough	Completed	lily
			clouds	Completed	Kat and lily
			scene for character chossing	Completed	Lily
			Update title screen	Completed	Lily
Tue, 12/06	3	As a user, I can see my characters flying throught the game scene and see enemies flying at me	PBI 3 Tasks		
			Enemies flying + functions	Completed	Kat
			power up and scene change realted to jewel collecting	Completed	Lily and Kat
12/12	4		PBI 4 Tasks		
			Bitmojis in title screen	changed	
			language button	scraped	
			scene for chossing language	scraped	
			scenes with chinese	scraped	
			scenes with spanish	scraped	
		As a user i can see different scenes	fix scene problem	completed	lily
		as a user i know how many lifes my character has	lifes on the character	completed	lily
		as a user i have power up version of my character	power up version of characters	completed	kat & Lily
		as a user i can move my character with a key pad	switch moving mouse to using key	completed	kat
		as a user i have winning scene	wining scene inplanted	completed	kat
12/13	5		PBI 5 Tasks	completed	
		the boss athe user is facing can shoot bullets	bosses bullets	completed	Lily and Kat
		the user can shoot bullets at the boss	character bullets	completed	Lily and Kat
		when the user hits the enemies they will lose a heart	collusions with enemies	Completed	Lily and Kat
		when the user hits the heart they will lose a heart	collusions with jewels	Completed	Lily and Kat
		when the user hits the boss bullets they will lose a heart	collusion with boss bullets	Completed	Lily and Kat
			collusion with players bullets	Completed	Lily and Kat
			adding aniamtion to enemies	Completed	Kat
			adding aniamtion to boss	Completed	Kat
12/13	6	As a user I can play the game with fully functional character, scene changes and scoring	PBI 6 Tasks		
		as a user the clouds look more pleasing	change clouds	Completed	lily
		as a user i can see the boss moving	boss movements	Completed	kat
		as a user i have the boss shooting at me	boss shooting	Completed	lily and kat
		as a user i cna shoot back at the boss	characters shooting	Completed	kat and lily
				Completed	
		as a user i can chosse a character	character selection	Completed	lily
		as a user i have a winning scene to go to after the boss is dead	winning scene done	Completed	kat
				Completed	
		as a user i can see how much health i have left	hearts added	Completed	lily
		as a user i have a harder time to get gems	gems final touchs	Completed	kat
		As a (role -user-) + (what can you do) + (result)			
		3 to five stories add dealines for our selfs			
		SCRUM Meeting - brainstorm deadline + assign task			

SCRUM Meeting	Notes
Meet 10/7	Original Backlog created with PBI 1-5 Two players and tournaments
	Sprint 1 established - PBI 1 due Oct 15
Meet 10/4	Pair programming to establish UI, draw board, handle X, handle O, check for win. All tasks completed
Meet 10/6	Pair programming to add reset - complete.. Sprint 1 complete
Meet 10/14	Backlog extended with one player vs CPU. PBIs 6-18 added
	Backlog re-prioritized to move CPU play ahead of tournament. BPIs 2-5 moved to low prioirty
	Sprint 2 established. PBI 6 and 12. PBI tasks inserted. Sprint due Oct 21