**Sprint Backlog**

\*Refer to the product backlog\*

Sprint 1 (Prototype):  
The prototype is going to have the Planet Model and Class implemented (refer to the product backlog). The prototype phase is going to have the Sun, Moon, and Earth of the Universe and the user will be able to move around the screen and interact with them.

Sprint 2 (The Universe):  
The universe sprint is where all the planets are going to be made. The universe is going to include our Solar System. Furthermore, the server will be implemented as well because the libraries we are using requires a local server to be created, otherwise the page is not accessible at all. This is where the server aspect comes in and anyone can access the page afterwards.

Sprint 3 (User Interface):

The user interface sprint will include the user interface class. This sprint will have most of the user interactions such as a user being able to go planet to planet and interact with them. The user will also be allowed to create planets as they choose to as well. Another thing the user can do is add and modify planets. This is where the physics aspects of the code kicks in as well.

Sprint 4 (Music):

The last, music sprint is to add unique music to all the planets when a user interacts with them. The music will not be copyrighted, and it will be created by our own synthesizer. Lastly, we are going to implement test cases to check different things about our product.