Story No.	Summary	Story Points	1	2	3	4	5	Median
1	**Campaign(story) of our game** - We need to create a plot for the game. This includes creating a story for the map and overall worldbuilding of the lore. We want to use the storytelling aspect of "show don't tell" and allow the player to learn the story as they play	8	8	8	13	5	3	8
2	**Download Teck Stack -** Our team needs to download the full tech stack. This is a foundational step as it will allow us to begin working on the technical aspects of the game. Our expected tech stack includes Unity, Git, Visual Studio Code, Github, Blender.	1	1	1	5	2	1	1
3	**Character set up** - Create the initial instance of the main character as well as combine it with the heads up display. This includes linking the model with the functionality and creating camera angles for a first person point of view. This will come directly after the main menu.	8	5	5	8	8	8	8
4	**Controls** - Design and build the functionality of our character as well as link it to physical controls. Assuming the player will be utilizing the keyboard we will be linking movement controls to either WSAD or the arrow keys.	2	5	2	2	3	2	2
5	**Unity environment set up:** Setting up a coding environment in unity for all team members, making sure to stay consistent for all developers and linking it with the rest of the tech stack	3	5	1	3	8	1	3
6	**Interface**: Creating an interface that is simple and straightforward to interact with all users, offering a simple yet interesting and intriguing experience, to match the theme and campaign of our game.	3	2	3	3	2	8	3
7	**Name of the game -** Come up with a name of the game. This story should come as one of the last ones because we will know more about the tone and feel of our game near completion which will aid in the naming of it. However it is important to brainstorm throughout the process as it can give us a list to choose from.	1	1	3	1	1	3	1
8	**Implement Raycast** - Create a program that casts rays out in certain patterns away from the player and upon intersection with anything in the environment, light up the intersection point somewhat.	13	8	13	13	8	13	13
9	**set up github** - This will allow us to be able to share our project code between our team mates. When we work on the code separtly we can update the files when finished.	1	2	1	1	1	1	1

10	**Close knowledge gap** - For most of us the language need for the game is not one that we are very comfortable with and will need to practice and learn how to program the game.	2	1	3	2	2	2	2
11	**create / import textures** - First we need to decide whether we are creating our own textures / models for the game and if so go about how to do that (research and create). If not, there are many free open source resources where we can download textures to use in our game without copyright infringment.	3	3	1	3	5	3	3
12	**Distribution of game** - We will have to figure out how we can share the game for other users to play. It will take some knowledge on where and how it is possible for our game.	2	3	2	2	2	3	2
13	**Main menu creation** - We have to brainstorm and create the layout of our main screen. We will have to figure out if we want multiple options for play and settings.	5	3	5	5	5	5	5
14	**dynamic HUD creation** - First design the heads up display for the main player and then build the display. The display could include aspects such as a battery level, a way to scan the enviornment as well as health.	13	8	13	13	8	13	13
15	**Enemy ai** - create a program that tells enemies in the game how to respond to stimuli in the game environment. This can include attacking the user upon seeing him, or moving in certain ways arounf the map	13	13	13	8	13	8	13
16	**map creation** - create the environment that the entire game will take place in. This includes obstacles that may block the player's path, or simply the hallways they are navigating.	8	8	8	8	8	13	8
17	**lighting** - lighting the environment to our liking, in a way that makes sense in the games story and world. This will mean it will mostly be dark, but lighting may be necessary for some impact moments.	5	8	3	3	5	8	5
18	**camera** - set up the camera to be perfect placed behind the player, or in cutscenes it would be dynamic and should encapsulate the scene we show.	5	8	5	5	5	5	5