Requirement ID	Description	Story Points	Priority	Sprint No.
1	User Interface	3	1	4
2	User log-on	3	1	6
3	Learn programming environment	2	1	1
4	Github Setup	1	1	1
5	study prior lidar games for inspiration	1	1	1
6	User Functionality	3	2	3
7	research textures / models	3	2	2
8	RayCast Implementation	8	2	3
9	Control design/implementation	8	2	2
10	Plan out future sprints	2	2	1
11	camera work	3	2	3
12	Game campaign	3	3	4
13	Environment Setup	8	5	2
14	Level Setup	8	5	4
15	map creation	13	5	3
16	Enemy Creation	5	8	5
17	Main Menu Creation	5	8	5
18	dynamic HUD creation	13	8	6
19	background sound or effects	2	8	6
20	lighting work	2	8	4
21	Distribution of game	2	15	7
22	Name Game	1	15	1
23	trials to test user play	2	15	6
24	Falling blocks implementation	8	2	2