

Requirement ID	Description	Story Points	Priority	Sprint No.
1	User Interface	3	1	
2	User log-on	3	1	
3	Learn programming environment	2	1	
4	Github Setup	1	1	
5	User Functionality	8	2	
6	research textures / models	3	2	
7	RayCast Implementation	13	2	
8	Game campaign	8	3	
9	Environment Setup	3	5	
10	Level Setup	8	5	
11	Enemy Creation	5	8	
12	Main Menu Creation	5	8	
13	dynamic HUD creation	13	8	
14	Distribution of game	2	15	
15	Name Game	1	15	