						Wee	ek #1	1																						
			Initial Estimate	D1	D2 [				D6	D7 [	D8 D	9 D1	0 D11	D12	D13	D14	D15	D16	D17 E	18 D1	9 D		1 D2	2 D	23 D2	4 D2	5 D2	6 D2	7 D2	9
			(Total Sprint Hours)	11/5	11/6 1:	1/7 1	1/8 1	11/9 11	1/10 1	1/11 11	1/12 11/	13 11/	14 11/1	5 11/16	11/17	11/18	11/19 1	11/20	11/21 1:	/22 11/	23 11/	24 11/	25 11/	26 11.	/27 11/2	28 11/2	29 11/	30 12	/1 12/	2
Backlog Item	Task	Task Owner	115	115	111 1	06 1	102	98 (	94	80 8	85 8	1 7	7 72	68	64	60	55	<b>61</b>	47	13 31	2 2	1 3	1 2		1 1	7 13			0	
																														lucai Dulliuowii
			115	115 1	112 1	08 1																		.5 23					5 0	Remaining Hrs (T
	plan powerup mechanism		1	1	1	1																								
	add methods to enemy objects to drop power-ups		2		2 :																							9 11/30 12/1 12/2  8		
Powerup infrastructure	add power-up base class	Ray Sheng	1		1																									
	apply State pattern to keep track of fighter powerups test and adjust balance for drop rates		1		2 :																									
	add health regen power-up		1	_	_	_					_	_	_			_								_			_	_	_	
lealth increase powerup	add Fighter ability to increase life	Ray Sheng	1		_																									
	Apply Strategy pattern to enable Fighter to change firing				_			_	_				Ť	Ť				$\neg$				+		$\top$					Ť	
	mode		1	1	1	1	1	1	1	1	1 1	1	1	1													_			
ire Support powerups	add fire support mechanism: radial	Ray Sheng	1		-				-										-				_							
	add fire support mechanism: wave	-	2	_		_				_														_			_			
	set up fire support pickup behavior  Apply Chain of Responsibility to handle damge taking		2							_		_				$\overline{}$						_	_	_				_		
Shield powerup	add shield pickup	Ray Sheng	1								_	_	_		1	$\overline{}$								_			_	_	_	
	Obtain and apply sound effects for added features		1												1															
asset acquisition	Obtain, modify, and apply sprites for added features	Ray Sheng	2		2 :																									
· ·	7 7 1171	, ,			$\top$	$\top$	$\neg$	$\neg$	$\neg$			$\top$																		
-	Added the first task in Kanban Board		1																											
set up	Initialized Journals and first Journal Report	Yikang Chen	2		_	_			_													_	_			_	_	_	_	
	Setting up the project in the local environment		1		_	_	_	_	_	-	-	_	_	_							_	_	_	_		_	_	_	_	
the level-up of the fighter	Design the logic of gaining EXP and level-up Implement back-end code	Yikang Chen	2							-																	_			
the level-up of the fighter	Complete testing	Yikang Chen	2																											
	Design the logic of different ways of attack		2			2																								
	Design the logic of left fighter laser and right fighter laser		2		2																		_	_						
left laser and right laser	Design the strategy design pattern for laser	Yikang Chen	1		_	1	_	_	_		_	_									_	_				_	_	_	_	
	Complete testing		2	2	2 :	2	2	2	2	2	2 2	2	2				2	2				2	0	-	) 0	0	0	0	0	
	Implement FlighterLevel1 and FlighterLevelx classes		2																										0	
strategy pattern	Implement LaserLeft and LaserRight classes	Yikang Chen	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2																											
	Complete testing		1	1	1	1	1	1	1	1	1 1	1	1	1	1	1	1	1	1	1 1	1	1	1		1 1	1	1	1	0	4
					+	_		_	-		_	+	_	1	$\vdash$		_	_	_	_	+	+		+	+	+	4	+	+	4
	Familiar with each class of the project		1	1	1	1	1	1	_	0	0 0	٠,	-	0		0	0	_	0	0 0	-	+	0	٠,	10	+	+	+	+	4
nitial Setup	Testing the initial base code	Jianle Li	2																											
min comp	Removing stages switching	Oldrillo El	2	_	-		-	-	-																-	_	_		_	
Stages Combine	Refactored existing implementation of enemy populating		2	_	_	2 :																						_		_
stages Combine	Testing the new enemy populating code		1	1	1	1				1	0 0	0	0	0	0	0	0	0				0	0		) 0	0	0	0	0	
	Updating individual journal	Jianle Li	1																											
	Implementing Enemy Moving Strategy Pattern		3	-	_																	_					_	_	_	
	Implementing Enemy Moving Down		2	_	2 :	_				_					-						_	_	_	_		_	_	_	_	_
Enemies' Movement	Implementing Enemy Moving Towars Figher		2																				_				_	_		
	Implementing Enemy Not Moving Testing Enemy Moving Strategy		2																								_	_		
	Updating individual journal	Jianle Li	1																											
	Implementing Enemy Life Decorator Pattern		2		2 :	_																_					_	_	_	_
	Implementing Enemy One Life only Decorator		2	2	2 :	2 :	2	2	2	2	2 2	2	2							1 1	1	0	0	-	0	0	0	0	0	
Enemies' Life	Implementing Enemy Two Life Decorator		2				2	2	2					2	2	2	2													
chemies Life	Implementing Enemy Three Life Decorator		2																											
	Testing Enemy Life		1	-							1 1	_		-	1				-	1 1		_			0 0		_	_	_	
	Updating individual journal	Jianle Li	1	1	1 '	1	1	1	1	1	1 1	1	1	1	1	1	1	1	1	1 1	1	1	0	-	0 0	0	0	0	0	4
	Implement Additional parameter to exiting enemy moving strategy		2	2	2 :	2	2	2	,	2	, ,	,   ,	2	2	2	2	2	2	2	2 2	.   ,	1,	2		, ,	2	2	2	0	
nemies level interval	Implementing proper enemy count/speed for every				-   -	-   -	-	-	-		-   -	+	-	-			-+	-	-	-   -	Ŧ	+	-	Ŧ.	+	+-	Ť	Ť	+	1
Derivative features of the movement strategy)	intervals		1	1	1	1	1	1	1	1	1 1	1	1	1	1	1	1	1	1	1 1	1	1	1		1 1	1	1	1		
	Testing level intervals	Jianle Li	1		-			1		-	1 1	1	1	1	1	1	1	1	1	1 1	1	1	1		1 1	1	1	1	0	4
	designing needed classes		2					1		0					$\square$		$\perp$	_	$\perp$	$\perp$	$\perp$	+		1	1	4	4	+	4	4
reate a manu screen	implement proper design patterns		2 2		2 :			1		0	+	-			$\vdash$		$\rightarrow$	-	+	+	+	+		+	+	+	+	+	+	4
reate a manu screen	integrate design patterns rebase relationship between classes		2		2 :					0					$\Box$		-1	$\dashv$			+	+		+		+	#	+	+	4
	test functionality of manu screen	Yiyang Yin	2		2 :					0					$\Box$		-	-						+				+		1
	Establish parent class for monsters	y=ig	4								4 3	3	2	2	2	0	- 1	-						T						
itegrate monster classes and generalize monster t			3											_																
	adjust monster abilities	Yiyang Yin 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3																												
	create proper interface for screen classes		2				2	2	2	2	2 2	2	2	2								~		I						
	create composite pattern for glyphs		2		2 :					2			2				2			0 0		0	_	Į.			4	4		
estructure game screen to support composite patte			2		2 :					2			2		2					2 2		0	_		4	4	4	4	4	4
	integrate singleton design to screens	V6 V6	2	_				2			2 2		2	_	2		2			1 1		0		+	4	4	4	4	4	4
	test screen factories and screen clients	Yiyang Yin	2					2			2 2			1	2			2		2 2		1			0 0	0	0	0	0	4
	areat interfece for abstraction of fighter				1						1 1	1													, 0			10		
	creat interface for abstraction of fighter			2	2	2	2	2	2	2	2 2	) 2	2	2	1 2 1	2	2	2	2	2 2		1 2	2		7 1	1	0	0	0	
abstraction and generalization of fighter class	introduce new variations of fighter		2 4		2 :			2					2		2 4					2 2					2 1					
ibstraction and generalization of fighter class	, , , , , , , , , , , , , , , , , , ,	Yiyang Yin	2	4		4 .	4	4	4	4 .	4 4	4	4 3	4	4 3	4	4	4	4	2 2 4 4 3 3	. 4	4	4	. 4	2 1 4 4 3 3	3	3		0	