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| **User Stories** | **To Do** | **In Progress** | **Testing** | **Done** |
| Expand features |  |  |  | Integrate with team members  Add brick objects  Add design patterns |
| Factory Pattern Implementation |  |  |  | Implement the enemy which moves and shoots  Implementing factory pattern for types of enemies |
| Final Integration |  |  |  | To integrate all the patterns implemented by team members.  Factory method working |