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| **User Stories** | **To Do** | **In Progress** | **Testing** | **Done** |
| Game Design |  |  |  | Design pattern usage |
| Design Pattern (Factory)  (Adapter)  (Strategy) |  |  |  | Use adapter pattern in code  Implementation of strategy pattern  Firing in various directions using strategy pattern  Integrating the code |

**WEEK 6 SCRUM TASK BOARD**