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| --- | --- | --- | --- | --- |
| **User Stories** | **To Do**  **(6 hours remaining)** | **In Progress**  **(4 hours remaining)** | **Testing** | **Done** |
| Create code baseline | Add features | Create base classes |  | Research various development engines for game development and come up with feedback. |
| Game design with basic characters and movement | Design pattern usage | Work on design and obstacles as well as enemies  See what is needed for a multiplayer game |  |  |

**WEEK 2 SCRUM TASK BOARD**

**MAVERICKS**