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| --- | --- | --- | --- | --- |
| **User Stories** | **To Do**  **(6 hours remaining)** | **In Progress**  **(8 hours remaining)** | **Testing** | **Done** |
| Create code baseline |  | Add features such as movement. |  | Create base classes |
| Game design with basic characters and movement | Design pattern usage | Visualize the game by placing all characters  Add actors on screen |  | Add features such as moving in various directions.  Work on design and obstacles as well as enemies  See what is needed for a multiplayer game |

**WEEK 3 SCRUM TASK BOARD**

**MAVERICKS**