**WEEK 4 SCRUM TASK BOARD**

**MAVERICKS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User Stories** | **To Do**  **(10 hours remaining)** | **In Progress**  **(6 hours remaining)** | **Testing** | **Done** |
| Create code baseline |  |  |  | Add features such as movement. |
| Game design with basic characters and movement | Design pattern usage  Integration |  |  | Visualize the game by placing all characters  Add actors on screen |
| Expand features (shooting and objects) |  | Add shooting feature and brick objects |  |  |
| Factory pattern implementation | Implement the pattern  Explore other patterns | Discuss the implementation |  |  |