**WEEK 6 SCRUM TASK BOARD**

**MAVERICKS**

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| **User Stories** | **To Do** | **In Progress** | **Testing** | **Done** |
| Create code baseline |  |  |  | Add features such as movement. |
| Game design with basic characters and movement |  |  |  | Visualize the game by placing all characters  Add actors on screen  Integration  Design pattern usage |
| Expand features (shooting and objects) |  |  |  | Add shooting feature and brick objects |
| Factory pattern implementation |  |  |  | Implement the pattern  Explore other patterns |
| Adapter Pattern |  |  |  | Implement adapter by coding |
| Strategy Pattern |  |  |  | The strategy implementation  Fire in various direction by using strategy |
| State Pattern |  |  |  | Maintaining health of enemies by using it  Test health after using state |
| Spawn the characters |  |  |  | Feature of recurrence of enemies |
| Prototype Pattern |  |  |  | Discuss use of prototype and implementation |