

				Week #1 (10 hrs / week)							Week #2 (10 hrs / week)							Week #3 (10 hrs / week)							Week #4 (10 hrs / week)											
				Initial Estimate (Total Sprint Hours = 40 x 4)				D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16	D17	D18	D19	D20	D21	D22	D23	D24	D25	D26	D27	D28	
Backlog Item	Task	Task Owner		4/16	4/17	4/18	4/19	4/20	4/21	4/22	4/23	4/24	4/25	4/26	4/27	4/28	4/29	4/30	5/1	5/2	5/3	5/4	5/5	5/6	5/7	5/8	5/9	5/10	5/11	5/12	5/13					
			160	160	155	150	144	138	132	126	120	114	108	103	98	92	86	80	74	68	62	56	51	46	40	34	28	22	16	10	5	Ideal Burndown				
				160	158	146	132	126	122	120	120	105	87	83	77	73	72	72	67	64	46	32	29	29	29	29	25	21	9	2	0	0	Remaining Hrs (Total)			
Project Planning & Design	Explore ideas for the project	Alli	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Research on Game Development Platforms	Alli	3	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Exploring Greenfoot for game development	Alli	6	6	6	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Finalize the project idea and scope	Alli	4	4	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Team Coordination and Follow-up	Ronak	3	3	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Discussion on appropriate actors and roles to be incorporated	Alli	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Propose design patterns to be implemented - Strategy	Haard	4	4	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Propose design patterns to be implemented - Singleton & Command	Shivang	4	4	4	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Propose design patterns to be implemented - State	Ronak	5	5	5	5	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Propose design patterns to be implemented - Decorator	Akash	4	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Implementation	Created a mini-world in Greenfoot	Haard	5	5	5	5	5	5	5	5	5	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Added actors to the world	Akash	5	5	5	5	5	5	5	5	5	5	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Add background and lane logic	Haard	4	4	4	4	4	4	4	4	4	4	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
	Implemented singleton pattern to Instantiate Green Car/Player	Shivang	10	10	10	10	10	10	10	10	10	8	6	5	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Implemented Command pattern for the car functionality on button clicks	Shivang	12	12	12	12	12	12	12	12	12	8	8	5	5	5	5	5	5	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0		
	Implemented Strategy pattern to provide difficulty levels	Haard	12	12	12	12	12	12	12	12	12	12	9	5	4	4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Implemented Decorator pattern to create obstacles	Akash	14	14	14	14	14	14	14	14	14	14	12	12	12	10	10	10	8	6	4	3	0	0	0	0	0	0	0	0	0	0	0	0		
	Implemented State Pattern to update the health level and score of the player	Ronak	12	12	12	12	12	12	12	12	12	12	9	9	9	9	7	7	7	7	6	6	3	0	0	0	0	0	0	0	0	0	0	0		
	Integration of all the Modules and Design Patterns	Alli	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	4	3	0	0	0	0	0	0	0	0	0	0	0	0		
	Feature and functionality testing	Alli	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	7	3	0	0	0	0	0	0	0	0	0	0	0	0		
Documentation	Create high level architecture diagram	Shivang	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	3	3	0	0	0	0			
	Create UML Diagrams	Ronak	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	5	0	0	0	0			
	Create Burndown chart and Backlog report	Akash	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	4	4	2	0	0				
	Create UI Wireframes	Haard	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	4	0	0	0	0			
	Update README file	Shivang	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	2	0	0	0	0			
Team:																																				
Akash				10 hours / Week																																
Haard				10 hours / Week																																
Ronak				10 hours / Week																																
Shivang				10 hours / Week																																
Total Available Hours During Sprint:				160																																