

User Stories	Tasks	Owner	Estimated Time	To Do	In Progress	Testing	Done
Start game in menu with "play" and "options" buttons	set up view in SceneBuilder then attach to TowerDefenseUIController	Zach	4				x
	create main menu screen with play, options, and exit buttons	Alison	2				x
	make play button change to game screen	Nick	2				x
Be able to change the difficulty to customize the experience	make options button in main menu screen change to option screen	Nick	2				x
	add back button on options screen	Alison	1				x
	add easy, medium, hard mode buttons to change static difficulty variables and return user to main screen from option screen	Alison	2				x
See the background (board) with tiles clearly shown	find way to store and draw grid, perhaps 2d array	Zach	4				x
	create Tile and TileRow classes with necessary functionality	Zach	4				x
Interact with a bar at the top of the screen that displays the user's score, money, and available towers	add bindings in TowerDefenseUIController to connect score and money labels to the model within viewController to make this happen	Nick	4				x
	create money and timer classes to handle the functionality of each over time	Nick	2				x
	Add cost field for Tower with accessor; add it to constructor/copy constructor; add cost validation for game (fill in CanBuyTower function)	Alison	2				x
See the background (board) with tiles clearly shown	createTileRow class to store Tile instances that control gameplay interactions	Zach	2				x
	connect these class instances to the Board to see the gameplay grid	Zach	2				x
Place towers down on a board and see them pop up when placed	Add Tower class functionality so that its instances can be visually represented on the board within different tiles	Zach	2				x
	Add Tower class functionality so that it can be used within the game logic: take damage, fire projectiles	Zach	2				x
	Add ViewController functionality so that towers can be selected and placed via mouse clicks	Zach	4				x
	Add cost field for Tower with accessor; add it to constructor/copy constructor; add cost validation for game (fill in CanBuyTower function)	Nick	1				x
See enemies spawning on the right, moving left	add Enemy class functionality so that its instances can be visually represented on the board	Zach	2				x
	add overall functionality in handle method of TowerDefenseUIController so that enemies will spawn over time	Nick	4				x
See enemies destroy towers upon interaction	detect enemy and tower collision within Tile class	Zach	2				x
	update tower health when colliding with enemy and have tower health decrease over time while enemy touches it	Zach	2				x
Have the towers damage and eliminate the enemies	detect enemy and projectile collision within Tile class	Zach	2				x
	update enemy health when hit by projectile and remove if health reaches 0	Alison	2				x
Enemies will spawn in a way that makes the game more challenging over time	create Spawner class to deal with the enemy-spawning rate that increases overtime without overwhelming the player	Nick	2				x
	add spawning functionality the Board and TowerDefenseGame classes so that the spawner works in sync with the game loop	Nick	2				x
See enemies and towers in ways that reflect the game's theme	add images so that towers and enemies are not squares and circles	Nick	4				x
	add background images that reflect the Nintendo-esque theme	Nick	1				x
Experience a game over when too many enemies reach the left side of the screen	Add game over screen that shows how long the player survived for	Alison	2				x
	Make this screen pop up once the user runs out of lives	Zach	1				x
	Add lives as attribute of the TowerDefenseGame class	Alison	1				x
Have multiple types of towers and enemies to interact with	Create new types of towers and enemies with unique stats	Alison	2				x
	balance these stats so that no tower or enemy is too strong	Nick	4				x
Be able to exit the game	add functional exit button to the game screen	Alison	1				x
Be able to pause the game	Stop the game loop upon pressing pause button but maintain game state		1	x			