

ID	Story	Estimated Time (Hours)	Priority
1	Start the game with play button and options screen	8	1
2	Be able to change the difficulty to customize the experience	6	2
3	See the background (board) with tiles clearly shown	6	3
4	Generate a UI for the Screen: Interact with a bar at the top of the screen that displays the user's score, money, and available towers BUG: Money increases a lot faster than can be used BUG: Can't see after the second decimal point for money- Resolved	4	4
5	Be able to place towers on the board	8	5
6	Enemies will spawn in a way that it will make it more challenging for the user over time BUG- Enemies spawning multiple at once, making it nearly impossible for the user to eliminate them- resolved	3	9
7	See towers pop up when placed	4	6
8	Be able to place more towers over time	8	8
9	Have the towers eliminate the enemies	8	7
10	Have multiple types of towers and enemies	5	14
11	view money and timers update	6	10
12	See enemies move across the board and see towers fire projectiles at them	4	11
13	See enemies destroy towers upon interaction	6	12
14	See towers hit and damage and eliminate the enemies	3	13

15	Have the ability to exit the game	1	15
16	Experience a game over	2	16