User Stories:	Tasks	Owner	Planned Time (Hrs)	11/7	11/8	11/9	11/10	11/11	11/12	11/13	Hours Remaining	Status
Start game in menu with "play" and "options" buttons	set up view in SceneBuilder then attach to TowerDefenseUIController	Zach	4	4	4	2	2	2	2	2	2	done
	create main menu screen with play, options, and exit buttons	Alison	2	2	2	0	0	0	0	0	0	done
	make play button change to game screen	Nick	2	2	2	0	0	0	0	0	0	done
Be able to change the difficulty to customize the experience	make options button in main menu screen change to option screen	Nick	1	0	0	0	0	0	0	0	0	done
	add back button on options screen	Alison	1	0	0	0	0	0	0	0	0	done
	add easy, medium, hard mode buttons to change static difficulty variables and return user to main screen from option screen	Alison	4	3	3	0	0	0	0	0	0	done
See the background (board) with tiles clearly shown	find way to draw grid that can be managed, perhaps 2d array	Zach	4	3	3	3	3	0	0	0	0	done
	create Tile and TileRow classes with necessary functionality to display the game board	Zach	4	2	2	2	2	2	2	2	2	done
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	3	2	1	1	1	1	1	1	done
	create money and timer classes to handle the functionality of each over time	Nick	2	2	2	2	2	2	1	1	1	In progress
	Add cost field for Tower with accessor; add it to constructor/copy constructor; add cost validation for game (fill in CanBuyTower function)	Alison	2	2	2	2	0	0	0	0	0	done
General needs of the first week:	create classes from UML diagram	All	2	2	2	0	0	0	0	0	0	done
	create code skeleton and fill in any methods that we are able to at this time	All	2	2	2	2	2	1	1	1	1	in progress
	Work Remaining At Start Of Day:			34	27	26	14	12	8	7	7	7	

User Stories	Tasks	Owner	Planned Time (Hrs)	11/14	11/15	11/16	11/17	11/18	11/19	11/20	Hours Remaining	Status
See the background (board) with tiles clearly shown	createTileRow class to store Tile instances that control gameplay interactions	Zach	4	4	0	0	0	0	0	0	0	done
	connect these class instances to the Board to see the gameplay grid	Zach	2	2	0	0	0	0	0	0	0	done
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	1	1	0	0	0	0	0	0	0	done
	Add Tower class functionality so that it can be used within the game logic: take damage, fire projectiles	Alison	4	2	0	0	0	0	0	0	0	done
	Add ViewController functionality so that towers can be selected and placed via mouse clicks	Zach	4	4	4	4	4	4	4	4	3	in progress
	Add cost field for Tower with accessor; add it to constructor/copy constructor; add cost validation for game (fill in CanBuyTower function)	Alison	1	1	0	0	0	0	0	1	0	done
See enemies spawning on the right, moving left	add Enemy class functionality so that its instances can be visually represented on the board	Zach	1	1	1	1	1	1	1	0	0	done
	add overall funcionality in handle method of TowerDefenseUIController so that enemies will spawn over time	Nick	2	2	2	2	2	2	2	2	2	to do
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	2	2	2	2	2	2	2	2	2	to do
	create money and timer classes to handle the functionality of each	Nick	2	2	4	1	1	1	1	1	1	in progress
Enemies will spawn in a way that makes the game more challenging over time	create Spawner class to deal with the enemy-spawning functionality necessary for this game	Nick	4	4	2	2	3	1	1	1	1	to do
General needs for the week:	set up code around game loop so that everything builds upon a basic logic as opposed to trying to figure it out later	Zach	2	2	2	2	2	2	2	0	0	done
	fill in stub/incomplete methods required for updating of the game board to work properly	Alison	4	4	4	4	4	4	4	4	4	in progress
	Work Remaining At Start Of Day:			27	25	15	12	13	11	11	11		

User Stories	Tasks	Owner	Planned Time (Hrs)	11/21	11/22	11/23	11/24	11/25	11/26	11/27	Hours Remaining	Status
Enemies will spawn in a way that makes the game more challenging over time	create Spawner class to deal with the enemy-spawning functionality necessary for this game	Nick	4	4	4	0	0	0	0	0	0	done
	add spawning funcionality the Board and TowerDefenseGame classes so that enemies will spawn over time	Nick	2	2	2	2	0	0	0	0	0	done
See towers pop up when placed	Add viewController functionality so that towers can be selected and placed via mouse clicks	Zach	4	4	2	2	2	0	0	0	0	done
view money and timer update	add bindings within viewController to make this happen	Nick	2	2	4	4	1	1	1	1	1	in progress
See enemies move across board and towers fire projectiles	use classes already created in combination with the UI to make this happen	Zach	4	4	2	5	3	3	1	0	0	done
	add healthbars to both the enemies and towers	Alison	4	4	4	4	4	2	2	2	2	done
	make healthbars show decreased health upon collision	Alison	4	4	4	4	4	4	0	0	0	done
	Work Remaining At Start Of Day:			24	24	22	21	14	10	4	3	3	

User Stories	Tasks	Owner	Planned Time (Hrs)	11/28	11/29	11/30	12/1	12/2	12/3	12/4	Hours Remaining	Status
Interact with a bar at the top of the screen that displays the user's score, money, and available towers	Add TowerDefenseUIController functionality so that towers can be selected and placed via mouse clicks	Zach	2	1	0	0	0	0	0	0	0	Done
	Add cost field for Tower with accessor; add it to constructor/copy constructor; add cost validation for game (fill in CanBuyTower function)	Alison	1	1	1	0	0	0	0	0	0	Done
Have the towers damage and eliminate the enemies	add functionality to tile update methods to check for collisions	Zach	2	1	0	0	0	0	0	0	0	Done
	add functionality to all higher level update methods that will call the tile update methods	Zach	1	0	0	0	0	0	0	0	0	Done
See enemies destroy towers upon interaction	add functionality to tile update methods to check for collisions	Zach	2	0	0	0	0	0	0	0	0	Done
	add functionality to all higher level update methods that will call the tile update methods	Nick	2	0	0	0	0	0	0	0	0	Done
See enemies in ways that reflect the game's theme	add images so that towers and enemies are not squares and circles	Nick	2	2	1	0	0	0	0	0	0	Done
	add background images that reflect the Nintendo-esque theme	Nick	2	2	0	0	0	0	0	0	0	Done
Be able to exit the game	add functional exit button to the game screen	Zach	2	2	2	2	2	0	0	0	0	Done
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	Zach	1	1	1	1	1	0	0	0	0	Done
	Make this screen pop up once the user runs out of lives	Zach	1	1	1	1	1	0	0	0	0	Done
	Add lives as attribute of the game class	Zach	1	1	1	1	1	0	0	0	0	Done
Have multiple types of towers and enemies to interact with	Create new types of towers and enemies with unique stats	Alison	1	1	1	1	1	1	0	0	0	Done
	balance these stats so that no tower or enemy is too strong	Alison	2	2	2	2	2	2	2	0	0	Done
	Work Remaining At Start Of Day:			22	15	10	8	8	3	2	0	0