User Stories	Tasks	SubTasks	Day 1 (Hours)	Day 2	Day 3	Day 4	Day 5	Day 6										
As a user I would like a menu in order to mainipulate the game.	Main Menu - Tom	Design Graphics	0.5 hours	1 hour			4 hours											
As a user I would like a main character in order to traverse the levels and gain score, shoot, number of lives, etc.	Create Board - Levi 4/8	Make board		4.0 hours					Foundations of Board and Main									
		holes		0.5 hours					Character Complete. Sound and graphic interface beginning									
	Main Character - Sam	Moving	3 hours			1 hour												
		Shooting		2 hours														
		digging	10 mins															
	1	pumping	10111111	2 hours										-			-	
	JUnit Tests - Patrick	pamping		1 hour	_	2 Hours	_	_									-	
would like to have a score tracker function in order to keep progress.	JUIN TESIS - Paulck		-	I Hou	_	2 Hours	_	_								_	-	
I would like to have a score tracker function in greer to keep progress.				_	_		_	_						-		_	-	
				_	-	_	_	_									 -	
				_	_	_	_	_						$\overline{}$		_	-	
I would like to have a smooth graphics interface in order to play the game smoothly.																	-	
	Create Game Board images	Work with Pixels - Tor		1 hour	1 hour												$\overline{}$	
		Pixel Work - Patrick															$\overline{}$	
	Get images to work with the lower level	1															-	
I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progres	s.																$\overline{}$	
																	$\overline{}$	
I would like to have items on the board so that I can have collectibles.																		
I would like to have a sound system to represent the different states of the game.	Sound	Patrick				1 hour												
EXAMPLE	MAIN TASK - JOHN - 5/18																	
A source and to have a source systems to experience are distress sources of any garder. EXAMPLE																		
User Stories	Tasks	SubTasks	Day 1 (4/11)	Day 2 (4/12)	Day 3 (4/13)	Day 4 (4/14)	Day 5 (4/16)	Day 6 (4/17)	Day 7 (4/18)									
	Main Menu - Tom		., , ,		.,.,.,	, , , ,		,,,,,,										
				_			_	_						-				
As a user I would like a main character in order to traverse the levels and gain score, shoot, number of lives, etc.	Create Board - Levi 4/9		1 hour		1 hour													
	Oreate Double - Levi Wo		THOU	_	THOU		_	_		_							-	
	Main Character - Sam			_	_	_	_	_								_	-	
	Mail Character - Salli			_	_		_	_									-	
				_	_	_	_											
										_		-						
				_	_	_	_	-										
	Hall Years Dated		46-															
	JUnit Tests - Patrick		1hr			1hr												
I would like to have a score tracker function in order to keep progress.	JUnit Tests - Patrick		1hr			1hr												
I would like to have a score tracker function in order to keep progress.	JUnit Tests - Patrick		1hr			1hr												
	JUnit Tests - Patrick		1hr			1hr												
I would like to have a score tracker function in order to keep progress. I would like to have a smooth graphics interface in order to play the game smoothly.			1hr			1hr												
	JUnit Tests - Patrick Create Game Board Images		1hr			1hr												
	Create Game Board images		1hr			1hr												
I would like to have a smooth graphics interface in order to play the game smoothly.	Create Game Board images Get images to work with the lower level		1hr			thr												
	Create Game Board images Get images to work with the lower level		1hr			1hr												
I would like to have a smooth graphics interface in order to play the game smoothly.	Create Game Board images Get images to work with the lower level		1hr			1hr												
I would like to have a smooth graphics interface in order to play the game smoothly.	Create Game Board images Get images to work with the lower level		thr			thr												
I would like to have a smooth graphics interface in order to play the game smoothly.	Create Game Board images Get images to work with the lower level		thr			thr												
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress	Create Game Board images Get images to work with the lower level		thr			thr												
I would like to have a smooth graphics interface in order to play the game smoothly.	Create Game Board images Get images to work with the lower level		1hr			thr												
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress	Create Game Board images Get images to work with the lower level		1hr			thr												
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress	Create Game Board images Get images to work with the lower level	Patrick	1hr			thr	1 hour											
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress I would like to have a	Create Game Board images Get images to work with the lower levels.		1hr			Thr	1 hour											
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress I would like to have a sound system to represent the different states of the game.	Create Game Board images Get images to work with the lower levels.		1hr	1hour	thour	thr	1 hour											
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress I would like to have a	Create Game Board images Get images to work with the lower level 5. Sound UseCase Diagram	Patrick Patrick	1hr	thour	thour	Thr	1 hour											
I would like to have a smooth graphics interface in order to play the game smoothly. I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress I would like to have a sound system to represent the different states of the game.	Create Game Board images Get images to work with the lower levels. Sound	Patrick	1hr	thour	thour		1 hour											