

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		Foundations of Board and Main Character Complete. Sound and graphic interface beginning	
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 holes		4.0 hours 0.5 hours						
	Main Character - Sam	Moving	3 hours			1 hour				
		Shooting		2 hours						
		digging	10 mins							
		pumping		2 hours						
	JUnit Tests - Patrick			1 hour		2 Hours				
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.										
	Create Game Board images	Work with Pixels - Tom		1 hour	1 hour					
		Pixel Work - Patrick								
	Get images to work with the lower level									
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 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									
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)	
As a user I would like a menu in order to mainipulate the game.	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 4/8		1 hour							
	Main Character - Sam									
	JUnit Tests - Patrick		1hr							
I would like to have a score tracker function in order to keep progress.										
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	Get images to work with the lower level									
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I would like to have a sound system to represent the different states of the game.	Sound	Patrick								
User Diagrams - CRC		Patrick		1hour	1hour					