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 E	Board and Main
AND A GOLD THOUGH HIM OF A HIMIT CHARACTER HIM CHOCK TO HAVE SEE THE LEVELS AND GAIN SCORE, SHOOL, HALLBOAR OF HIVES, C.C.	Croate Board Love III	holes		0.5 hours					Character Complete. Sound and graphic interface beginning	
	Main Character, Com	Moving	2 harren	0.5 110015		4 have				
	Main Character - Sam	-	3 hours	0.1		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	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 progres										
i noda mo to nato a complex crismi, cyclom in craci to complicate and gamepia, and another to game to progress	0.									
I would like to have items on the board so that I can have collectibles.										
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				
I would like to have a sound system to represent the different states of the game.	Souriu	rattick				1 Hour				
EVANDLE	MAIN TAOK JOHN 5/40									
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.										
I would like to have a smooth graphics interface in order to play the game smoothly.										
	Create Game Board images						İ	İ		
	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 progres										
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Lucy Id like to have items on the beard on that I am have called this										
I would like to have items on the board so that I can have collectibles.										
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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					