Table 1

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 Character Complete, Sound and graphic interface beginning	
		holes		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									

Table 2

User Stories	Tasks	SubTasks	Day 1 (4/17)	Day 2 (4/18)	Day 3 (4/19)	Day 4 (4/20)	Day 5 (4/21)	Day 6 (4/22)	Day 7 (4/23)
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				2hr				
	Main Character - Sam			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	Tom							
		Patrick		1hr	2hr				
	Get images to work with the lower level	Tom			3hr				
I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress.		Patrick			2hr				
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			.5hr				
User Diagrams	UseCase Diagram	Patrick							
	CRC	Patrick							
	Class Diagrams	Patrick							

Table 3

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		1 hour			1 hr	
	Main Character - Sam								
	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.									
	Create Game Board images								
	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	1hr	
User Diagrams	UseCase Diagram	Patrick		1hour	1hour		1 hr		
	CRC	Patrick				1hr	1 hr		
	Class Diagrams	Patrick							