| 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 | Work with Pixels | | | | | | |
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| 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 | | | | |
| | | holes | | 0.5 hours | | | | |
| | Main Character - Sam | Moving | 3 hours | | | | | |
| | | Shooting | | 2 hours | | | | |
| | | digging | 10 mins | | | | | |
| | | pumping | | 2 hours | | | | |
| | JUnit Tests - Patrick | | | 1 hour | | | | |
| I would like to have a score tracker function in order to keep progress. | | | | | | | | |
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| I would like to have a smooth graphics interface in order to play the game smoothly. | | | | | | | | |
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| I would like to have a complex enemy system in order to complicate the gameplay and allow the game to progress. | | | | | | | | |
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| I would like to have items on the board so that I can have collectibles. | | | | | | | | |
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| EXAMPLE | MAIN TASK - JOHN - 5/18 | | | | | | | |