AGILE PRODUCT BACKLOG TEMPLATE

AGILE F	PRODUCT BACKLOG TEM	PLATE									
TASK ID	TASK NAME	SPRINT #	ASSIGNED TO	START	FINISH	STORY	SPRINT READY	PRIORITY	STATUS	STORY POINTS	ASSIGNED TO SPRINT
		Sprint 1	Team 3	2/23/2021	3/5/2021						
	Create a healer and create a nation with 3 tribes and 3 people types		Robert Rabinovich	2/23/2021	2/23/2021	Yes	Yes	Medium	Complete	2	Yes
	Created a nation with 3 tribes and 3 people		Cory Little	2/23/2021	2/23/2021	Yes	Yes	Medium	Complete	1	Yes
	Created a nation with 3 tribes and 3 people		Ben Jones	2/23/2021	2/23/2021	Yes	Yes	Medium	Complete	1	Yes
	Start UML Diagram		Cory Little	2/25/2021	2/25/2021	Yes	Yes	Medium	Complete	2	Yes
	Start UML Diagram		Robert Robinovich	2/25/2021	2/25/2021	Yes	Yes	Medium	Complete	2	Yes
	Start UML Diagram		Ben Jones	2/25/2021	2/25/2021	Yes	Yes	Medium	Complete	2	Yes
	Finished UML Diagram		Ben Jones	3/2/2021	3/2/2021	Yes	Yes	Medium	Complete	2	Yes
	Finish Java Documentation		Robert Rabinovich	3/2/2021	3/2/2021	Yes	Yes	Medium	Complete	1	Yes
	Riguring out the code		Cory Little	3/2/2021	3/2/2021	Yes	Yes	Medium	Complete	8	Yes
		Sprint 2									
	Create a Healer and nations with 3 tribes and 6 people	-	Robert Robinovich	3/16/2021	3/16/2021	Yes	Yes	High	Complete	2	Yes
	Create 2 Strategies for Wizards		Robert Rabinovich, Cory Little, Ben Jones	3/16/2021	3/24/2021	Yes	Yes	Medium	Complete	3	Yes
	Create 2 Strategies for Warriors		Robert Robinovich, Cory Little, Ben Jones	3/16/2021	3/24/2021	Yes	Yes	Medium	Complete	3	Yes
	Create 2 Strategies for Healers		Robert Robinovich, Cory Little, Ben Jones	3/16/2021	3/24/2021	Yes	Yes	Medium	Complete	5	Yes
	Start Updated UML Diagram		Ben Jones	3/23/2021	3/24/2021	Yes	Yes	High	Complete	1.5	Yes
	Add JavaDoc to Code. Include Headers for each Class file		Cory Little	3/23/2021	3/24/2021	Yes	Yes	High	Complete	2	Yes
		Sprint 3									
									In Progress		
		Sprint 4									
		Sprint 5									
		Sprint 6									
		Sprint 7									

This section is for the drop-down list								
Yes	High	Complete						
No	Medium	In Progress						
	Low	Not Started						