				Team's Fina	al Bucket A	ssignments	
Story No.	Story Points	Summary (25-50 words)	1	2	3	4	5
		The overall Graphical User Interface of our game. This would entail designing the menu to look modern and					
1	2	clean, and also formatting the menu to work with code.	2	2	2	3	3
		The animations for characters and objects inside of the game. Includes drawing movement frames for established characters and objects, and as well as any menu/button animations that would heighten the user					
2	8	experience.	13	8	8	5	5
		The initial or stationary art for characters, objects, or other GUI features that can't be implemented with HTML and CSS. Would involve creating design sheets for characters and the different views they can have					
3	8	within the game.	8	5	8	5	8
		The overall character design not relating to art. This includes the characters personality, characteristics, and other properties about the characters that would affect	2		2		2
4		The updating online list of scores achieved by players of the game. Will take into account factors like solo vs multiplayer and will display details such as custom	3		3	3	3
5		usernames and time as well as an arbitrary point score. The written narrative and overarching storytelling themes associated with the progression through the game. Includes the premise of the world and motivations of the playable characters and NPCs, the possible outcomes of in-game decisions, and any	3		1	2	2
6		The sound design of the game. Includes both background and active music, sound effects, and narration of dialogue / voiceover, as well as the mixing	5	3	5	5	2
		of these elements to create an immersive atmosphere.  The setting through which the game advances.  Requires a backdrop that adjusts to match the current state, as well as a foreground through which the characters can progress and encounter obstacles.  Design must match and enhance the aesthetic themes of the game's art, story and sound design.	5	5	3	3	
8		of the game's art, story and sound design.  The artificial intelligence system for the game. This will include various aspects such as controlling the behavior of enemies, possible obstacles, and other aspects not directly controlled by the user. Additionally, RNG aspects to make each game unique will also need to be added.	13		13		
9	13	ассес.	13	13	13	13	1

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