Team 7 Project 3 Sprint Backlog

User Stories	Tasks	Date and Hours left per Task													
		March	March	March	March	March	March	April							
		26	27	28	29	30	31	1	2	3	4	5	6	7	8
"As a gamer playing a simple space shooter, I want an easy, intuitive control system that is quick to pick up."	After brainstorming sessions prior to March 26, give final determination on how character should move, its attack options, and obstacles it must overcome.	2	0	0	0	0	0	0	0	0	0	0	0	0	0
	Create character object to be controlled, and program its movements.	5	3	0	0	0	0	0	0	0	0	0	0	0	0
"As a gamer playing a simple space shooter, while I may desire a simple control system for my game, I still want it to be fairly challenging."	Create and program obstacle objects for player to overcome.	10	10	8	6	6	4	0	0	0	0	0	0	0	0
	After control system and game objects have been finalized, tweak in-game settings to produce a fair yet challenging experience for the user.	10	10	10	10	10	10	10	8	8	6	4	2	0	0
"As a gamer, I want some sort of system that keeps track of my progress/ achievements in a game."	Develop score counter that progresses with time of game.	1	1	1	1	1	1	0	0	0	0	0	0	0	0

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"As a gamer, I want an intuitive user interface that makes it easier for me to customize/play my game."	Import UI package and Background, design layout of different menus.	4	3	2	0	0	0	0	0	0	0	0	0	0	0
	Map buttons to different sub-menus of the main menu.	1	1	1	0	0	0	0	0	0	0	0	0	0	0
	Export and integrate main menu into game project.	1	1	1	0	0	0	0	0	0	0	0	0	0	0
"As a gamer, I want to have a variety of options for customizing my gaming experience."	For this sprint, give players the option to manipulate music and sound effects volumes (Next sprint will feature many more customization options).	4	4	4	4	4	4	4	4	4	4	4	2	0	0
"As a gamer, I want an easily accessible game, one that either doesn't take long to download/install, or one that I can pull up in a web browser quickly."	Integrate finished prototype of the sprint as a web application.	1	1	1	1	1	1	1	1	1	1	1	1	0	0