

Team 7 Project 3 Sprint Backlog

User Stories	Tasks	Date and Hours left per Task													
		March 26	March 27	March 28	March 29	March 30	March 31	April 1	April 2	April 3	April 4	April 5	April 6	April 7	April 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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[illegible]