

SPRINT BACKLOG (resp: Bru Mas Ribera brumasribera@gmail.com)																						
ref(PB)	type	item	resp	Tarea	Horas	status	Day															
							1 (X)	2 (J)	3 (V)	4 (S)	5 (D)	6 (L)	7 (M)	8 (X)	9 (J)	10 (V)	11 (S)	12 (D)	13 (L)	14 (M)	15 (X)	
1	Characters	As a player, I want to create units by collected resources, so that I can grow my civilization. All units are characterized by degrees of life, attack and movement speed.	Iustin	Modelar Leñador Yamato	1	done	1	1	1	1	1	1	0									
				Modelar Agricultor Yamato	1	done	1	1	1	1	1	1	0									
				Modelar Minero Yamato	1	done	1	1	1	1	1	1	1	1	0							
			Larry	Aplicar Texturas al Leñador Yamato	4	done	4	4	4	4	4	4	4	2	1	0						
				Aplicar Texturas al Agricultor Yamato	4	done	4	4	4	4	4	4	4	2	2	2	1	1	0			
				Aplicar Texturas al Minero Yamato	4	done	4	4	4	4	4	4	4	4	4	2	2	2	0			
			PLANNED HOURS		15		15	15	15	15	15	15	13	9	7	4	3	3	0	0	0	
			ESTIMATED TASKS		6		0	0	0	0	0	0	2	0	1	1	0	0	2	0	0	
3	Characters	As a player, I want to create military units, so that I can attack/defend from other players.	Iustin	Modelar Samurai Yamato	3	done	3	3	2	0												
				Modelar Caballero Yamato	5	done	5	5	5	5	5	5	5	5	5	3	0					
			Bru	Aplicar Texturas Samurai Yamato	4	done	4	4	4	4	2	0										
				Texturas Caballero Yamato	6	done	6	6	6	6	6	6	6	6	6	6	3	0				
			PLANNED HOURS				18	18	17	15	13	11	11	11	11	11	9	3	0	0	0	
			ESTIMATED TASKS		6		0	0	0	1	0	1	0	0	0	0	0	1	1	0	0	
4	Characters	As a player, I want specialized military units, varying their life, attack and speed degrees.	Iustin	Modelar Samurai Avanzado Yamato	3	done	3	3	3	2	0											
				Aplicar Texturas Samurai Avanzado Yamato	4	done	4	4	4	4	4	4	2	0								
			PLANNED HOURS		16		7	7	7	6	4	4	2	0	0	0	0	0	0	0	0	
			ESTIMATED TASKS		7		0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	
5	Characters	As a player, I want specialized military units with the ability of distance attacks.	Bru	Modelar Arquero Avanzado Yamato	2	done	2	0														
				Aplicar Texturas Arquero Avanzado Yamato	4	done	4	4	4	3	2	2	1	0								
			PLANNED HOURS				6	4	4	3	2	2	1	0	0	0	0	0	0	0	0	
			ESTIMATED TASKS		2		0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	
6	Characters	As a player, I want units have animations and sound effects for their main actions (walk and fight).	Juan Miguel	Animar Civil - Andar	1	done	1	1	0													
				Animar Civil - Correr	2	done	2	2	1	0												
				Animar Samurai - Andar	1	done	1	1	1	1	0											
				Animar Samurai - Correr	2	done	2	2	2	2	1	0										
				Animar Samurai Avanzado - Andar	1	done	1	1	1	1	1	1	0									
				Animar Samurai Avanzado - Correr	1	done	1	1	1	1	1	1	0									
			Juan Manuel	Animar Agricultor - Andar	1,5	done	1,5	1,5	0													
				Animar Agricultor - Correr	1	done	1,5	1,5	0													
				Animar Leñador - Andar	1,5	done	1,5	1,5	1,5	0												
				Animar Leñador - Correr	1	done	1,5	1,5	1,5	0												
				Animar Minero - Andar	1	done	1,5	1,5	1,5	1,5	1,5	0										
				Animar Minero - Correr	1	done	1,5	1,5	1,5	1,5	1,5	0										
			PLANNED HOURS		15		17	17	12	8	6	2	0	0	0	0	0	0	0	0	0	
			ESTIMATED TASKS		12		0	0	3	3	1	3	2	0	0	0	0	0	0	0	0	
7	Characters	As a player, I want units have animations and sound effects for their secondary actions	Juan Miguel	Animar Civil - Esperar	1	done	1	1	1	1	1	1	1	0								
				Animar Civil - Morir	1	done	1	1	1	1	1	1	1	0								
				Animar Samurai - Esperar	1	done	1	1	1	1	1	1	1	1	1	0						
				Animar Samurai - Atacar	1	done	1	1	1	1	1	1	1	1	1	1	1	0				
				Animar Samurai - Morir	1	done	1	1	1	1	1	1	1	1	1	1	1	0				
				Animar Samurai Avanzado - Esperar	1	done	1	1	1	1	1	1	1	1	1	1	1	0				
				Animar Samurai Avanzado - Morir	1	done	1	1	1	1	1	1	1	1	1	1	1	0				
			Juan Manuel	Animar Agricultor - Esperar	1,5	done	1,5	1,5	1,5	1,5	1,5	0										
				Animar Agricultor - Morir	1,5	done	1,5	1,5	1,5	1,5	1,5	1,5	0									
				Animar Leñador - Esperar	1,5	done	1,5	1,5	1,5	1,5	1,5	1,5	1,5	0								
				Animar Leñador - Morir	1,5	done	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	0		
				Animar Minero - Esperar	1,5	done	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	0			
				Animar Minero - Morir	1,5	done	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	1,5	0				
				PLANNED HOURS		16	16	16	16	16	16	14,5	13	11	9,5	8,5	8,5	5,5	3	1,5	0	
ESTIMATED TASKS		13		0	0	0	0	0	1	1	2	1	1	0	3	2	1	1				

