Committed Backlog Items as User Story	Tasks Not started	Tasks In Progress	Tasks Completed	3/27	3/28	3/29	3/30	3/31	4/1	4/2	4/3	4/4	4/5	4/6	4/7	4/8	4/9	4/10	4/11	4/12	4/13	4/14	4/15	4/16	4/17	4/18	4/19	4/20	4/21	4/22	4/23	4/24	4/25	4/26	4/27	4/28	4/29	4/30	5/1	5/2	5/3	5/4	5/5	5/6	5/7	5/8	5/9	5/1
			Learn Python	1					4	3	2	1																																				
			First commit, basic game	1																																												
			define main class						4																																								
As the player, I can start the game and control the Jayhawk's movement.			Add an images folder to store the images						1																																							
			Load images from images folder						1																																								
			Jayhawk is defined	1																																													
			User input is obtained	1																																													
			upload background image					1																																										
			Add code for scrolling background					2																																										
As the player, my Jayhawk is dropped into a virtual cartoon world.			Update documentation											1																																		
			Make background class											2																																		
			Update documentation											1																																		
	Fix image errors such as "display surface quit"																																														
			Add basic menu									3																																					
			Fix menu to jump to game									1																																					
As the player, I can navigate a menu to play or quit the game.			Add intro background										1																																			
			Fix showGameOver screen										1																																			
			Add code so users can play again										1																																			
	Fix font to be the same on all OSes																																														
			Add up/down movement functionality									1																																					
		Add acceleration to movement of bird											1	1																																r	
As the player, I can move my Jayhawk to jump and move like it is affected by gravity.	Add rotation to Jayhawk																																														
	Add sound effects																																														
			Resize Jayhawk, add pipe								3																																					
			Ceate pipes continuously with pipeLis										2																																			
As the player, my Jayhawk is faced with the obstacle of never-ending pipes in its flight path and can continue indefinitely as long as it does not collide with any pipes.			Make pipeList pop off first pipeElement later										1																																		
			Add random pipe and pipe collision							1																																					
	Add strong collision handling																																														
			Add basic collision										6																																			
As the player, I play the game with tight control over my Jayhawk.		Fix jayhawk speed													2																																
	Add scoring																																														
As the player, I play the game within well-defined rules and follow to complete the game's objective.		write documentation													6																																
	Change background																																														
As the player, I expect a game that is different than Flappy Bird.	Add powerups																																														
	Add database for high scores																																														
	Add several difficulties																																														
				3/27	3/28	3/29	3/30	3/31	4/1	4/2	4/3	4/4	4/5	4/6	4/7	4/8	4/9	4/10	4/11	4/12	4/13	4/14	4/15	4/16	4/17	4/18	4/19	4/20	4/21	4/22	4/23	4/24	4/25	4/26	4/27	4/28	4/29	4/30	5/1	5/2	5/3	5/4	5/5	5/6	5/7	5/8	5/9	5/1
BEGIN PROJ 4: As the player, I want a more immersive game	goto background x, do not allow user to switch to bg x again																																													3	
	implement the ground																																														2
	options menu																																									3					
	options in the option menu																																										4				
	sounds for powerups,etc.																																							1						
	don't call gameloop() when choosing to play again																																									2					
	change "manual" option to "help" in option menu																																												1			
			Initial commit, same as Flappy Jayhawk 1																								1																				
			Fix collisions																								3																				
As the player, I expect the sequel to be bigger and better than ever before.			Fix clamp function for Jayhawk																								1																				
			Cleanup commented out code																								1																				
			Fix small error																								1																				
			Start working on difficulty settings																								3	4	2	1																

User Story	Task	Values
	Add background changes	1 2 1
	Update Jayhawk.py from gravity branch	1 1 1
	Update background.py from gravity branch	2 3 1
	Merge flappyjayhawk.py with gravity's	1 2 1
	Fix stuff such as draw Jayhawk	1
	Add exit in exit screen	1
	Fix gravity/rotation settings after merge	1 1
	fix background	1
	Make way to reference objects	5 2
	Upload smaller image	1
	Add difficulty_change	1
	Put database in its own class	2 1
	add options menu	3
	Add tests for update	4
	Add tests for Jayhawk and Background	2
	Fix comments, push to main branch	3 1
	Fix minor problems on background	1
	Include initial menu and remove .pyc files	1
	Manual merge powerups to master	2
	Add powerups folder	1
	Fix to get merged version working	1
	Fix difficulty change	1
	Add sound effects	2
As the player, my main goal is now to score a lot	Fix score detection	2
	Make player score upon getting to the pipe	2
	Add score upload to database upon gameover	2
	display high scores	1
As the player, I know what gravity feels like	simulate gravity	2
	add rotation	3
	Allow [x] Quit in exit screen and display score in exit screen	1
	Fix background	1
As the player, I want to power up	Add powerup abstract base class	4
	Put individual power ups in PowerUps folder	3
	Add PowerUpManager	4
	Add PipeManager	1
	Fix PipeManager to work	1
	Give PipeManager bird parameter for functions	2
	Add settings, fix grenade_launcher powerup to work	2
	Fun with grenade_launcher	1
	Reinitialize powerup after picking it up	3
	Add powerup: bullet_time	1
	Fix powerup spawning, fix powerup bullet_time	1
	Add powerup: flea	4
	Add powerup: bomb	2
As the player, I want to read/see documentation	Add deployment plan	5 4 3 2 1 1 1
	Option menu	1
	Instruction menu	1
	Add test suite	1 3 5 8
	Update UMLs	1
	Update Backlogs/Gantt	1
	Add maintenance plan	5
	Add game manual	2