Committed Backlog Items as User Story	Toolse Not started	Tooks in Drogress	Tooks Completed	2/27	2/2	8 3/2	00 2/2	0 2/2	1 4/	1 1	10 41	2 4	1/4 4	IE 416	2 4/7	4/0
As the player, I can start the game and control the Jayhawk's movement. As the player, my Jayhawk is dropped into a virtual cartoon world. As the player, I can navigate a menu to play or	Tasks Not started	Tasks In Progress	Tasks Completed Learn Python	1		.0 3/2	.9 3/3	0 3/3			3 2			3 4/0) '+ //	4/0
			First commit, basic game	1						4	3 4	_	1			
			define main class	1						4						
										-						-
			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							
			Update documentation												1	
			Make background class												2	
		c	Update documentation												1	
	Fix image errors such as "display so	urface quit"														
			Add basic menu							3						
			Fix menu to jump to game							1						_
			Add intro background											1		
			Fix showGameOver screen											1		
			Add code so users can play again											1		_
quit the game.	Fix font to be the same on all OSes															
			Add up/down movement functionality							1						
As the player, I can move my Jayhawk to jump and move like it is affected by gravity.		Add acceleration to movement of bird												1	1	
	Add rotation to Jayhawk															
	Add sound effects															
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.			Resize Jayhawk, add pipe										3			
			Ceate pipes continuously with pipeList											2		
			Make pipeList pop off first pipeElement late	r										1		
			Add random pipe and pipe collision									1				
	Add strong collision handling															
			Add basic collision											6		
		Fix jayhawk speed														2
As the player, I																
play the game with tight control over																
my Jayhawk.																

As the player, I play the game within well-defined rules and follow to complete the game's objective.	Add scoring					
		write documentation				6
As the player, I	Change background					
	Add powerups					
	Add database for high scores					
	Add several difficulties					