As a...	I want to...	So that...	Priority	Status	Planned Sprint
Development Team	See concept art of the refined art style for the whole game	We can agree on the art style of the game	High	Almost complete	1
Development Team	See concept art for the improved timer for the HUD	We can agree on what the timer looks like to the player	Medium	Complete	2
Development Team	See concept art for the improved and legible leaderboard for the HUD	We can agree on what the leaderboard looks like to the player	High	Complete	2
Development Team	See concept art for the improved player score display for the HUD	We can agree on what the player score display looks like to the player	High	Complete	2
Player	Have an updated timer for the HUD	I know how long a gameplay session has remaining	High	Complete	2
Player	Have an updated leaderboard for the HUD	I know how well I am doing against other players	High	Complete	2
Player	Have an updated player score display for the HUD	I know what my score is	High	Complete	2
Player	Have an updated combat log onscreen in the HUD	I know what is happening in real time in the game during gameplay	High	Complete	2
Player	Have an updated Main Menu in the UI	I can easily navigate to different screens of the user interface	High	Complete	2
Player	Have a Log In screen in the UI	I can log into the game with my player profile	Medium	Complete	2
Player	Have an updated Options screen in the UI	I can customise my experience with the game software	High	Complete	4
Player	Have an updated Credits screen in the UI	I can find out about the developers of the game	Medium	Complete	3
Player	Have a Server Browser screen in the UI	I can see which servers are available to play on	High	Complete	2
Player	Have a Host Game screen in the UI	I have a visual interface in which to easily host a game	High	Complete	2
Player	Have an updated Paused screen in the UI	I can pause the game and back if I wish to	Medium	Complete	3
Player	Have a Round Summary screen in the UI	I can see the results of a gameplay session	Medium	Complete	2
Development Team	See concept art for textures in line with the new art style of the game	We can agree on and know what to expect on the look of textures that are to be used	Low	Started	2
Development Team	Have HD textures that suit the style of the game	So that level objects play a more immersive role during gameplay	High	Almost complete	2
Player	See a splash which communicates the game's narrative	I am informed of the game's narrative	High	Incomplete	4
Development Team	See concept art of the level design/layout	We can agree on and know what to expect on the look of the gameplay level	High	Complete	1
Level Designer	Import and lay out level objects in accordance to level design plans	The player can exercise the gameplay mechanics of the game in a variety of ways	High	Complete	4
Development Team	See concept art of natural models	We can agree on and know what to expect on the look of natural objects in the level	Low	Almost complete	1
Development Team	See concept art of man-made models	We can agree on and know what to expect on the look of man-made objects in the level	Low	Almost complete	1
Development Team	See concept art of weapon models	We can agree on and know what to expect on the look of weapons in the game	Low	Almost complete	1
Development Team	See concept art of rigged models	We can agree on and know what to expect on the look of rigged objects in the level	Low	Started	1
Development Team	See concept art of the improved skeleton	We can agree on and know what to expect on the look of the new skeleton	Low	Almost complete	1
3D Modeller	Model and UV map natural objects	The game world is more immersive for players	High	Complete	2
3D Modeller	Model and UV map man-made objects	The game world is more immersive for players	High	Started	2
3D Modeller	Model and UV map weapons	Players can see and recognise what they are attacking with	High	Complete	2
3D Modeller	Model and UV rigged objects	Rigged objects take up space in the game world and look like they are supposed to	Medium	Incomplete	2
3D Modeller	Model and UV map the improved skeleton	There is a decent looking skeleton for the player to play as	High	Complete	1
Animator	Rig rigged objects	The rigged objects can be animated	Low	Started	4
Animator	Rig improved skeleton	The improved skeleton can be animated	High	Complete	1
Animator	Animate rigged objects	Rigged objects move around in the environment like the player expects them to	Medium	Incomplete	4
Animator	Animate updated idle skeleton animation	The player receives feedback for when they are idle	High	Complete	2
Animator	Animate updated one limb lost skeleton animations	The player receives feedback when they have lost one limb	High	Complete	2
Animator	Animate updated two limbs lost skeleton animations	The player receives feedback when they have lost two limbs	High	Complete	2
Animator	Animate updated three limbs lost skeleton animations	The player receives feedback when they have lost three limbs	High	Complete	2
Animator	Animate updated four limbs lost skeleton animations	The player receives feedback when they have lost all their limbs	High	Complete	2
Animator	Animate updated head lost skeleton animations	The player recieves feedback for when they have lost their skull	High	Complete	2
Animator	Animate updated only ribcage skeleton animations	The player receives feedback when they only have their ribcage left	High	Complete	2
Animator	Animate updated all arms skeleton animations	The player receives amusing visual feedback when they have arms in all their limb slots	High	Almost complete	2
Animator	Animate updated all legs skeleton animations	The player recieves amusing visual feedback when they have legs in all their limb slots	High	Complete	2
Animator	Animate updated arms in leg slots skeleton animations	The player recieves visual feedback when they have arms in their leg slots	High	Almost complete	2
Animator	Animate updated legs in arms slots skeleton animations	The player receives visual feedback when they have legs in their arm slots	High	Complete	2
Animator	Animate respawning animation	The player receives visual feedback while they are respawning	High	Complete	3
Animator	Animate dying animation	The player receives visual feedback while they are dying	High	Complete	3
Animator	Animate updated attacking animations	The player receives visual feedback while they are attacking	High	Complete	3

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Animator	Animate updated bomb throwing animation	The player receives visual feedback while they are throwing a bomb	Medium	Complete	3
Player	See various particle effects in the game world	I am more immersed in the game world	Medium	Started	2
Player	Hear updated background music on UI Menu screens	I am somewhat entertained while I am in the menu screens	Medium	Complete	2
Player	Hear updated background music for gameplay	I am more immersed in gameplay	High	Complete	2
Player	Hear background music when a game session has ended	I know that a gameplay session has ended	Medium	Complete	2
Player	Hear ambient background sound for gameplay	I am more immersed within the game world	High	Complete	2
Player	Hear a sound effect on UI screens when a button is clicked	I recieve feedback when I have clicked on a button	Low	Complete	3
Player	Hear different sound effects when I'm moving differently	I recieve dfferent feedback depedening on what is in my leg slots	High	Started	3
Player	Hear a sound effect when I begin to jump	I recieve feedback when I begin to jump	Medium	Complete	3
Player	Hear a sound effect when I land on the ground after jumping	I recieve feedback when I land on the ground after a jump	High	Complete	3
Player	Hear a sound effect when I swing my arm towards another player	I recieve feedback when I swing my arm	Low	Started	3
Player	Hear an updated sound effect when I managed to hit another player	The other player and I know whether they have definitely been hit	High	Started	3
Player	Hear updated sound effects when I manage to hit another weapon	I recieve feedback when I have managed to hit another weapon with my weapon	High	Complete	3
Player	Hear an updated sound effect when I've lost an arm	I recieve feedback when I have lost an arm	High	Complete	3
Player	Hear an updated sound effect when I've regained an arm	I recieve feedback when I have regained an arm	High	Complete	3
Player	Hear an updated sound effect when I've lost a leg	I recieve feedback when I have lost a leg	High	Complete	3
Player	Hear an updated sound effect when I've regained a leg	I recieve feedback when I have regained a leg	High	Complete	3
Player	Hear an updated sound effect when a bomb goes off	I recieve feedback when a bomb has gone off	High	Complete	3
Player	Hear an updated sound effect when I throw a bomb	I recieve feedback when I throw a bomb	High	Complete	3
Player	Hear a sound effect when I've spawned into the game world	I recieve feedback when I have spawned into the game world	Medium	Complete	3
Player	Hear a sound effect when I die	I recieve feedback when I die	High	Complete	3
Player	Hear an updated sound effect when I pick up a sword	I recieve feedback when I pick up a sword	Medium	Complete	3
Player	Hear a sound effect when I pick up a limb as a weapon	I recieve feedback when I pick up a limb as weapon	Medium	Complete	3
Player	Have the ability to use limbs as weapons	I have more fun due to the hilarity of it	High	Complete	1
Player	Have a new gameplay session start after some time in the game summary screen	I do not have to go through the joining process again for another gameplay session	Medium	Complete	2
Player	Have the ability to host a game	I can start my own game	High	Complete	2
Player	Have the ability to join any game in a list of hosted games	I can play the game without hosting a server myself	High	Complete	2
Player	Be able to select the maximum number of players allowed when hosting a game	I can choose how many players I want to play against	High	Complete	2
Player	Be able to select how long a session will last when hosting a game	I can choose how long I want to play a gameplay session	High	Complete	2
Player	Be able to give a name to the server when hosting a game	My friends and I can recognise my server in the list of hosted games	High	Complete	2
Player	Be able to choose a game mode when hosting a game	I can have control over which game mode is to be played	High	Complete	3
Development Team	Do naive testing of the game	We can ensure that players would be interested in and play the game	High	Complete	6
Development Team	Do deep play testing of the game	We can ensure that the game is enjoyable for players	High	Complete	6
Player	Have an installer version of the game	I can install the game and play it where ever I want to	High	Complete	11
Development Team	Fix problematic bugs/issues that arised from the testing phase	Problematic issues would not prevent players from playing/wanting to play	High	Complete	5
Player	Have a website which includes a download for the game	I can find out about the game, download it and play it	High	Complete	10
Development Team	Have a Facebook page promoting the game	Potential players can be reached	Medium	Incomplete	10
Player	See some parts of the environment to break into pieces when a bomb has hit them	I get visual feedback on the effects of a bomb	Medium	Started	3
Player	See an updated skybox	I am more immersed within the game world	Medium	Almost complete	2
Player	See updated terrain	I am more immersed and challenged within the game world	Medium	Complete	2
Development Team	Implement gameplay mechanics of the Rubiks game mode	Players are able to take part in the Rubiks game mode	High	Complete	4
Player	See different coloured limbs	I can partake in core gameplay of the Rubiks game mode	High	Complete	3
Player	Hear different footstep sounds for different surfaces	I can be more immersed in the environment	Low	Complete	4

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