

Sprint Backlog 1									
Priority	ID	User Story	Priority	Assigned To	Tasks	Estimate	Day 1	Day 2	Day 3
	15	As a user, I want a background so that my game has a base to run on.		John	Title: Create MVC Description: create the model, view, controller classes	0.5	0	0	0
				John	Title: Create base pane Description: Create a pane within the controller	0.5	0	0	0
				John	Title: Connect MVC Description: Connect base pane and create main class	0.5	0	0	0
	1	As a user, I want to move the Frog so that I can make it to the other side.		Sam	Title: Create Frog Description: Create a square object that can be moved around the screen	1	1	0	0
				Sam	Title: Bound the Frog to the Screen Description: Handle the cases where the Frog may move off the screen	1	1	1	0
				Grace/John	Title: Bind keys Description: Update the location of the square (frog) when the arrow keys are pressed	2	2	0	0
					Total Hours Estimated Left:	5.50	3.67	1.83	0.00
					Actual Hours Left:	5.50	4.00	1.00	0.00



Sprint Backlog 2											
Priority	ID	User Story	Priority	Assigned To	Tasks	Estimate	Day 1	Day 2	Day 3	Day 4	Day 5
	3	As a user, I want cars to move across the screen so that there is something to avoid when moving accross the road.		Sam	Title: Create car object Description: Create a rectangle to represent a car	1	1	1	1	0	0
				Sam	Title: Animate car Description: Have one car move horizontally across the screen	3	3	3	3	2	0
				John	Title: Add cars Description: Have multiple cars move across the screen at varrying times/locations	3	3	3	3	2	0
	16	As a user, I want the frog to look like a frog so that it is more realistic.		Grace	Title: Create Frog Object Description: Creating a frog object that has a picture and a location associated with it	1	1	1	1	0	0
				Grace	Title: Change orientation of Frog Description: As the frog changes direction, the orientation of the picture changes	1	1	1	1	0	0

				Grace	Title: Refactor Bounds Description: Refactor bounds to call frog position	1	1	1	1	0.5	0
					Total Hours Estimated Left:	10.00	8.00	6.00	4.00	2.00	0.00
					Actual Hours Left:	10.00	10.00	10.00	10.00	4.50	0.00

Sprint Backlog 3											
Priority	ID	User Story	Priority	Assigned To	Tasks	Estimate	Day 1	Day 2	Day 3	Day 4	Day 5
	17	As a user, I want the frog to only have to worry about cars in one lane.		Sam	Title: Create uniform size and step size Description: Make frog, cars, etc all the same y size and make y translate the same as y size	1	1	1	1	0	0
				Sam	Title: Add Padding Description: Add padding in between paths	1	1	1	1	0	0
	18	As as user, I want the cars to be spaced well.		John	Title: Hard code car delay times Description: Set the cars to have a certain time interval between each other	4	3.5	3.5	0	0	0
				Sam	Title: Fix car pictures Description: Make sure the Cars are facing the correct directions	1	1	1	0	0	0
				John	Title: Make car animation smooth Description: Start cars and end cars off of screen	1	1	1	0	0	0
				John	Title: Fix pane size Description: Fix the size of the pane (min and max)	1	0	0	0	0	0
				Sam	Title: Create logs/turtles Description: Create log/turtles object classes	2	2	2	2	0	0

	7	As a user, I want logs and turtles to move across the river so that my Frog has a path to safely cross.		Sam	Title: Animate logs and turtles Description: Create paths for them to follow	2	2	2	2	0	0
				John	Title: Create multiple logs/turtles Description: Create multiple logs/turtles	1	1	1	1	0	0
				John	Title: Frog follows path Description: If the frog is on the log/turtle it moves with it	5	5	5	5	5	3
				Grace	Title: Frog sinks in water Description: If the frog jumps off the l/t it will sink	3	3	3	3	3	2
	8	As a user, I want to have multiple lives so that it isn't too difficult.		Grace	Title: Add limited num of lives Description: Limit number of times frog can start over at bottom of the screen	1	1	1	0	0	0
				Grace	Title: Exit screen Description: When the total number of lives are gone an exit screen will pop up, informing the user that they LOSE	1	1	1	0	0	0

				Grace	Title: Show user num of lives Description: In the bottom left corner there will be hearts representing the number of lives left. When the user loses a life, a heart will disappear	1	1	1	0	0	0
					Total Hours Estimated Left:	22.00	17.60	13.20	8.80	4.40	0.00
					Actual Hours Left:	22.00	20.50	20.50	15.00	8.00	5.00

Sprint Backlog 4										
Priority	ID	User Story	Priority	Assigned To	Tasks	Estimate	Day 1	Day 2	Day 3	Day 4
	2	As a user, I want a high scores screen so that I can compare with my friends.		John	Title: Keep track of score Description: For the individual run, keep track of the score	1	1	0	0	0
				Grace	Title: Display Score to user Description: At the bottom of the screen, show the user their score	1	1	0	0	0
				Grace	Title: Keep track of scores Description: Keep a static array of the top scores for all runs of the game	2	2	0	0	0
				Grace	Title: Display top scores Description: When the user dies, display the top scores to the user and their score	1	1	1	0	0
	7	As a user, I want logs and turtles to moves across the river so that my Frog has a path to safely cross.		John/Sam	Title: Frog follows path Description: If the frog is on the log/turtle it moves with it	5	5	3	2	0
				Grace/Sam	Title: Frog sinks in water Description: If the frog jumps off the l/t it will sink	3	1	0	0	0
					<b>Total Hours Estimated Left:</b>	13.00	9.75	6.50	3.25	0.00
					<b>Actual Hours Left:</b>	13.00	11.00	4.00	2.00	0.00



Sprint Backlog 5																		
Priority	ID	User Story	Priority	Assigned To	Tasks	Estimate	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10	Day 11	Day 12
	14	As a user, I want the images to use sprites so that it looks more realistic.		John	Title: Add Background Description: Add in the background picture	2	2	2	2	0	0	0	0	0	0	0	0	0
				John	Title: work on car images Description: makes sure the cars dont all start at the same time	2	2	2	0	0	0	0	0	0	0	0	0	0
	11	As a user, I want a start screen so that I know when it will begin and which level I am choosing.		Sam	Title: Add Start Panel Description: Add start panel screen	3	3	3	3	3	0	0	0	0	0	0	0	0
				Sam	Title: Add in start button options Description: Add in buttons for single player or two player and level difficulty options (these buttons are not yet functional)	2	2	2	2	2	0	0	0	0	0	0	0	0
	4	As a user, I want the speed of the cars/logs/turtles to increase as the game goes on so that it increases in difficulty each level.		Sam/John	Title: New Level Description: When frog gets to top of screen, start a new level	10	10	10	10	10	10	10	9	6	6	0	0	0
				Sam/John	Title: Increase difficulty Description: Increase speed of cars and logs and turtles based on user selection in main menu	2	2	2	2	2	2	2	2	2	2	0	0	0
	Documentation			Grace	User Manual	4.00	4.00	4.00	4.00	4.00	4.00	3.00	3.00	3.00	2.00	2.00	1.00	0.00
				Grace	Powerpoint	2.00	2.00	2.00	2.00	2.00	2.00	2.00	2.00	2.00	0.00	0.00	0.00	0.00
				Grace	Design Manual	4.00	4.00	4.00	4.00	4.00	4.00	4.00	4.00	3.00	1.00	0.00	0.00	0.00
					<b>Total Hours Estimated Left:</b>	31.00	28.42	25.83	23.25	20.67	18.08	15.50	12.92	10.33	7.75	5.17	2.58	0.00
					<b>Actual Hours Left:</b>	31.00	31.00	31.00	29.00	27.00	22.00	21.00	20.00	16.00	11.00	2.00	1.00	0.00

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