

Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16	D17	D18	D19	D20	D21	D22	D23	D24	D25	D26
				10/27	10/28	10/29	10/30	10/31	11/1	11/2	11/3	11/4	11/5	11/6	11/7	11/8	11/9	11/10	11/11	11/12	11/13	11/14	11/15	11/16	11/17	11/18	11/19	11/20	11/21
			216	216	208	200	192	184	176	168	160	152	144	136	128	120	112	104	96	88	80	72	64	56	48	40	32	24	16
Requirement Analysis & Designing	User story creation and estimation using planning poker	Gaurav	6	6	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	User story creation and estimation using planning poker	Spurthy	6	6	6	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	User story creation and estimation using planning poker	Swapnil	6	6	6	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	User story creation and estimation using planning poker	Vaibhav	6	6	6	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	User story creation and estimation using planning poker	Viresh	6	6	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Gaurav	4	4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Spurthy	4	4	4	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Swapnil	4	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Vaibhav	4	4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Discussion on Game aspects : Elements, Scences, Sounds and Levels	Viresh	4	4	4	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Designing UI Elements and Wireframes	Viresh	6	6	6	6	6	6	6	6	4	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Designing UI Elements and Wireframes	Spurthy	6	6	6	6	6	6	6	6	6	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Designing UML Diagrams	Vaibhav	10	10	10	10	10	10	10	10	6	6	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Designing UML Diagrams	Gaurav	10	10	10	10	10	10	10	10	8	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Designing UML Diagrams	Swapnil	10	10	10	10	10	10	10	10	6	5	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Designing UML Diagrams	Spurthy	10	10	10	10	10	10	10	10	6	6	6	6	6	6	6	4	2	0	0	0	0	0	0	0	0	0	
	Designing UML Diagrams	Viresh	10	10	10	10	10	10	10	10	10	10	6	6	6	6	6	6	6	4	2	0	0	0	0	0	0	0	
Implementation and Testing	Implementation of fight scenes	Vaibhav	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	14	11	9	7	6	4	0	0	0	0	0	
	Implementation of players' life and scores	Gaurav	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	7	6	3	0	0	0	0	0	0	
	Implementation of GUI elements	Swapnil	18	18	18	18	18	18	18	18	18	18	18	18	18	18	18	16	15	14	12	10	6	6	4	0	0	0	
	Integration of sounds and background effects	Spurthy	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	11	11	11	9	6	4	0	0	0	
	Implementation of game levels	Viresh	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	18	16	10	5	2	0	0	0	
	Game modules integration and Testing	Vaibhav	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2	0	0	
	Game modules integration and Testing	Gaurav	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2	0	0	
	Game modules integration and Testing	Swapnil	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2	0	0
	Game modules integration and Testing	Spurthy	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2	0	0
	Game modules integration and Testing	Viresh	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2	0	0	