

USER STORIES	TASK	Estimated Time	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
As a user I want to have a start menu	Basic GUI Graph	2	1	0	2	0	0	0
	Buttons for Different	3	1	0	3	0	0	0
	A start button	2	1	1	1	0	0	0
Instantiate Items	Enemies	1	0	2	0	0	0	0
	Players	1	0	1	0	0	0	0
	Items	1	0	1	0	0	0	0
	Buildings	1	0	1	0	0	0	0
As a user the enemies and entities	Enemies	1					1	0
	Players	1					2	0
	Buildings	1					0	0

USER STORIES	TASKS	Estimates	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6
As a user, I can have sleek designs for all the components of the game								
	Create the castles	0.5	1	1	0	0	0	0
As a user I want the enemies and	Make sure the enemies designs are	1	0	1	0	0	0	1
	Create and code the main menu to	1	0	1	0	0	0	0
As a user I need the enemies to di	Create the background for the gam	1	0	1	0	0	0	1
As a user I need testing to start	Code the movement of the enemie	2	3	2	0	0	0	0
	Code the coordination of shooting	2	1	1	0	0	0	1
	Create a graphic for shooting weap	2	0	0	0	0	0	0
	Create a graphic for hitting enemy	1	0	0	0	0	0	0
	Import a sound for taking damage.	0.5	0	0	0	0	0	1

[illegible]

User Stories	Task	Estimated Time	Day 1	Day 2	Day 3	DAY 4	DAY 5
As a user I want	Enemy Movemer	2	2	2	2	0	0
	Shooting Sounds	1	1	1	2	0	0
	I want varying lev	2	0	2	2	0	0
As a user I want							
	Dropped Weapon	3	0	1	0	0	0
	Changing Weapc	3	0	2	1	0	0