

User Stories	To Do (Tasks)	In Progress	Review/Verify	Done	Issues
1. Game progression through equipments and killing enemies (MUST)	1. Undead Flaming Horse Art	Peter	Peter/Kaifeng	Kaifeng	
2. Saving point and a loading point (MUST)	2. Swarm of Bees Art	Peter	Peter/Lester	Lester	
3. Music and Sound Effects (MUST)	3. Green Slime Art	Peter	Peter/Jacky	Jacky	
4. Basic User Interface with tutorials that are user-friendly (MUST)	4. Game Menu UI	Jacky	Jacky/Kaifeng	Kaifeng	
5. Having an emersive story (SHOULD)	5. Battle System UI	Michael			
6. Battle System/Engine (SHOULD)	6. Save/Load				
7. Having more diverse characters with their unique skills (COULD)	7. Inventory	Michael			
8. Gender personification (WON'T)	8. Weapons Art				
	9. Art for Main Menu	Kaifeng			
	10. Art for Main Character	Kaifeng	Kaifeng/Jacky	Jacky	
	11. Background UI for Menu	Lester			
	12. Storyline UI	Jacky	Jacky/Lester	Lester	
	13. Battle System Code	Michael			
	14. Player's Movement Code	Michael	Michael/Jacky	Jacky	
	15. Background Animation Menu	Lester	Lester/Kaifeng	Kaifeng	
	16. Giant Turtle Art				
	17. Giant Feet Art	Peter			
	18. Inventory Access In BattleMode				
	19. Tilemapping Backgrounds	Lester			
	20. Music in Menu Background	Jacky			
	21. Slime King Art	Peter	Peter		
	22. CutScenes	Kaifeng			
	23. PostBoard Frame	Jacky			
	24. Main Character Design/Clothes	Lester			
	25. Papa Character Art	Lester	Lester/Jacky/Peter	Jacky	
	26. Putting Animating BG in MainMenu	Jacky			
	27. Putting Finished Tilemaps into game				
	28. Fire Slime Art	Peter	Peter		
	29. Title Art	Peter			
	30. Stone Golem Art				
	31. Fox Art	Kaifeng			
	32. Wolf Art				