

Sprint #3	Move the acid sea
Date start	15/08/09
Date end	31/08/09

S#	Story	Task title	Task description
7	Acid sea tide	Adapt the acid sea	Understand all aspect of the "sea" used in the Tropical island demo. Remove unused features.
7	Acid sea tide	Move the level of acid sea	Manage the level changement of the sea over time.
6	Be wounded	HP management and damage	Manage the health points of the player, turn the screen red when the player is hit. Manage the wounded status of the player. Test it with the acid by hurting the player when he touch the sea.
5	Supply station	Import supply station model	Find a suitable model and import it into Unity3D.
5	Supply station	Manage supply station	Activate supply station when a damaged or wounded player walk over it. Heal the player.
6	Be wounded	Crawling and healing	Manage the crawling movement and the impossibility to fight when the player is wounded.
	Technical-story	Code cleaning	Regroup scripts and assets by "object". Remove unused stuff from the island demo.

Remaining hours per task							
#0	#1	#2	#3	#4	#5	#6	#7
5	3						
3	2						
4	4						
1	1						
2	2						
3	3						
2	2						
20	17	0	0	0	0	0	0

Hours spend per task							
#1	#2	#3	#4	#5	#6	#7	Total
2							2
1							1
							0
							0
							0
							0
							0
3	0	0	0	0	0	0	3

Remaining hours

Cumulative hours spent

0	3	3	3	3	3	3	3
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