Sprint #4	Mine shaft and mutant basic AI
Date start	01/09/09
Date end	30/09/09

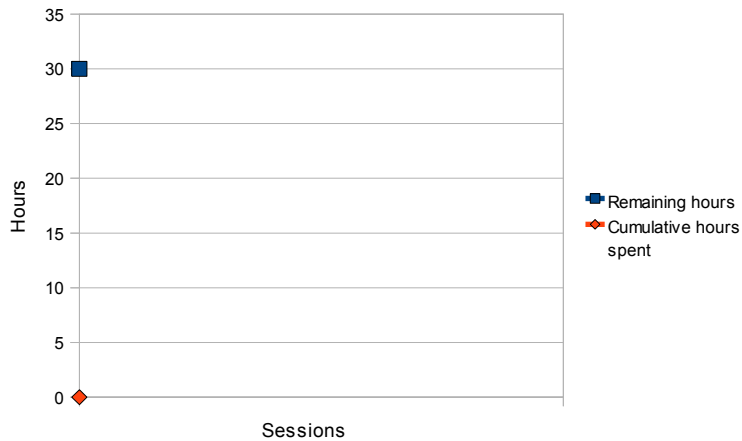| S#	Story	Task title	Task description	Remaining hours per task								Hours spend per task							
				#0	#1	#2	#3	#4	#5	#6	#7	#1	#2	#3	#4	#5	#6	#7	Total
10	Mine shaft activation	Mine shaft basic management	- Import a model for the mine shaft - Manage level of the sea - Manage activation and deactivation by the player	6															0
11	Mine shaft attacked	Mine shaft damage and auto-repair	- Manage damage by mutant - Manage automatic deactivation and auto-repair	2															0
9	Mutant attacking	Mutant movement	Implement an algorithm for movements that take account of collisions and sea level.	10															0
9	Mutant attacking	Mutant attack	Implement basic attack and damage to the player	2															0
9	Mutant attacking	Mutant basic AI	Implement a basic AI with prowling, attack of the mine shaft or the player and retreat to the acid sea when too much wounded.	10															0
	Technical-story																		0
		Remaining hours		30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		Cumulative hours spent		0	0	0	0	0	0	0	0								

Each session takes place during spare time, on evening for 1 to 4 hours or during week-end for up to an entire day.