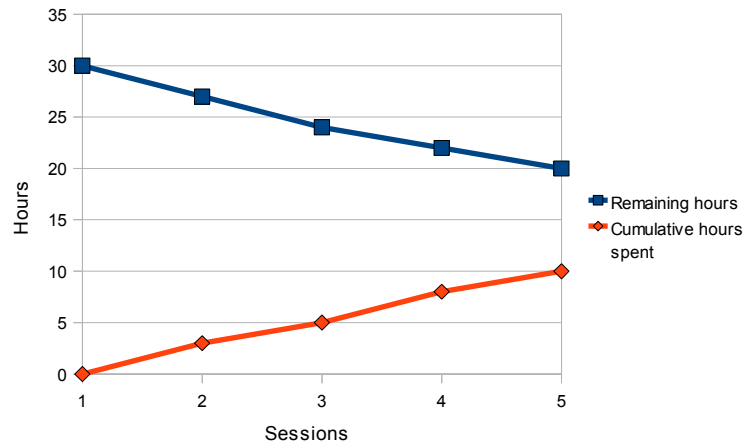


<b>Sprint #4</b>	Mine shaft and mutant basic AI
<b>Date start</b>	01/09/09
<b>Date end</b>	30/09/2009 Real end: 03/10/2009

S#	Story	Task title	Task description
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
11	Mine shaft attacked	Mine shaft damage and auto-repair	- Manage damage by mutant - Manage automatic deactivation and auto-repair
9	Mutant attacking	Mutant movement	Implement an algorithm for movements that take account of collisions and sea level.
9	Mutant attacking	Mutant attack	Implement basic attack and damage to the player
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.
	Technical-story		

Remaining hours per task							
#0	#1	#2	#3	#4			
6	3						
2	2	2					
10	10	10	10	9			
2	2	2	2	2			
10	10	10	10	9			
30	27	24	22	20			

Hours spend per task							
#1	#2	#3	#4				Total
3	2						5
		3					3
			1				1
							0
			1				1
							0
3	2	3	2				10



Remaining hours

Cumulative hours spent

0	3	5	8	10			
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Each session takes place during spare time, on evening for 1 to 4 hours or during week-end for up to an entire day.

This sprint is a miss, only 10 hours of the 30 planned were performed !!!