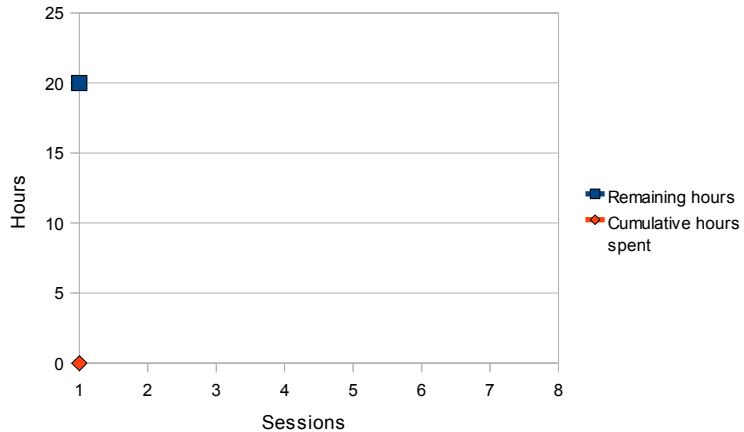


Sprint #5	Mutant basic AI
Date start	12/10/09
Date end	25/10/09

S#	Story	Task title	Task description
9	Mutant attacking	Mutant movement	Implement an algorithm for movements that take account of collisions and sea level. For the moment, only a basic algorithm is implemented, no node network.
9	Mutant attacking	Mutant attack	Implement basic attack and damage to the player and the shaft mining
9	Mutant attacking	Mutant target selection	Implement a basic AI with: - prowling - attack of the mine shaft - attack of the player - retreat to the acid sea when too much wounded.
	Technical-story		

Remaining hours per task							
#0	#1	#2	#3	#4			
7							
3							
10							

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



Remaining hours

Cumulative hours spent

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