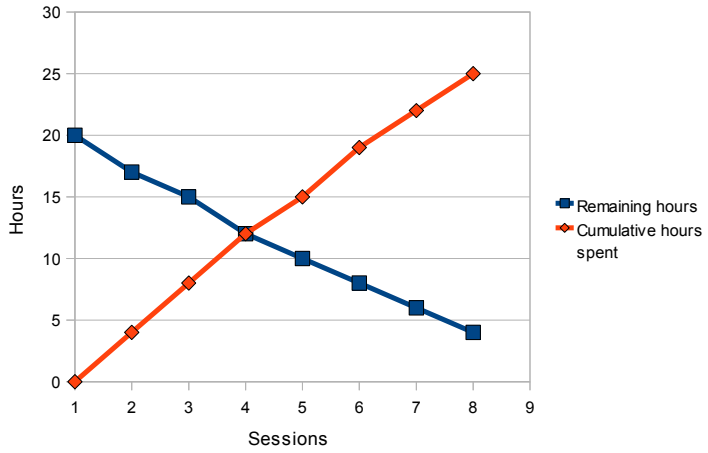
Sprint #5	Mutant basic AI
Date start	12/10/09
Date end	25/10/09

S#	Story	Task title	Task description	Remaining hours per task #0	#1	#2	#3	#4					Hours spend per task #1	#2	#3	#4					Total
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.	7	4	2	1	1	1	1	1		4	4	2	1					11
9	Mutant attacking	Mutant attack	Implement basic attack and damage to the player and the shaft mining	3	3	3	1	0	0	0	0				1	1					2
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.	10	10	10	10	9	7	5	3					1	2	1	1		5
	Technical-story + small tasks		- Adapt the mine shaft for mutant attack - Rewrite ApplyDamage functions - Create a small mission - Add ammo management to the player's weapon - Add score (ore extracted / mine shaft damage)												1		2	2	2		7
												Total	4	4	4	3	4	3	3	0	25

Remaining hours	20	17	15	12	10	8	6	4		
Cumulative hours spent	0	4	8	12	15	19	22	25		25



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

All work Copyright © 2009 by Pat AfterMoon - www.aftermoon.net