Sprint #6	Re-organization + main character enhancement
Date start	25/10/09
Date end	15/11/09

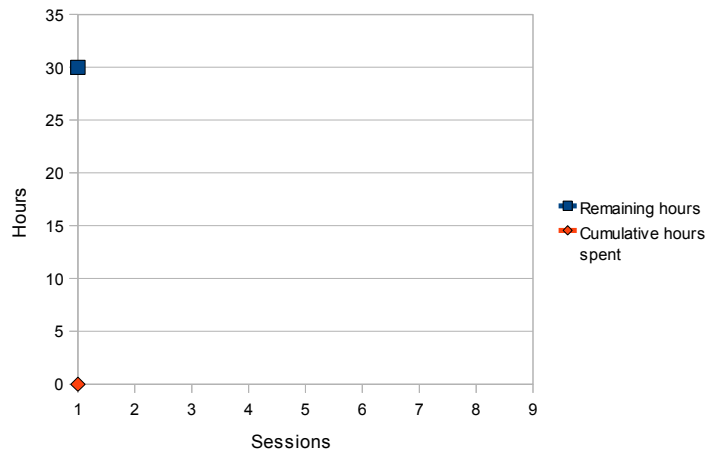| S#	Story	Task title	Task description	Remaining hours per task									Hours spend per task								Total
				#0	#1	#2	#3	#4					#1	#2	#3	#4					Total
	Main character	Animations	- Fix animations transitions - Fix weapon pointing at target - Fix crounched animations when wounded - Add kick animation when enemy is too close - Add pain animation	7																	0
	Main character	Camera management	- Implement camera management ala dead space	5																	0
	Main character	Model specification	Create a first draft of specification for the main character for contracting a freelance modeler.	3																	0
	Mission	Teak the actual mission	Add various small modification for enhancing the current mission: more monsters, another mine shaft, modify the terrain ...etc.	7																	0
	Technical-story	Update user manual	- Update screenshots with actual version - Update existing chapter - Add a chapter about global map	4																	0
	Technical-story	Update the development process	- Rework the feature list and the product backlog - Define the 1st release like a sprint - Cleanup and simplify the spreadsheet	4																	0
			Total										0	0	0	0	0	0	0	0		0

Remaining hours | 30

Cumulative hours spent | 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.