

Sprint #7	main character animation and camera management
Date start	22/11/09
Date end	06/12/09

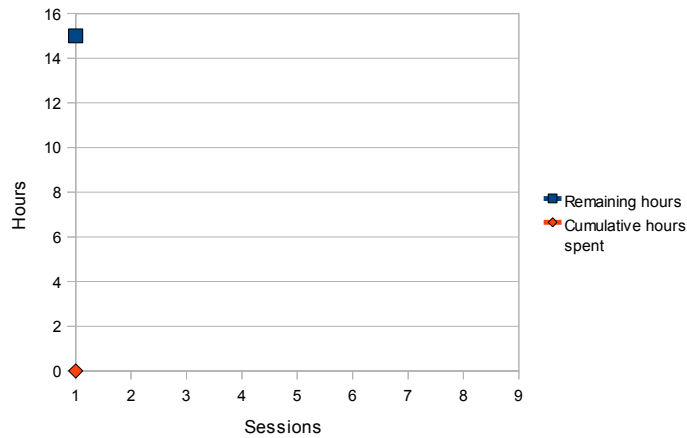
S#	Story	Task title	Task description
	Main character	Animations	- Fix animations transitions - Fix weapon pointing at target - Fix crouched animations when wounded - Add kick animation when enemy is too close - Add pain animation
	Main character	Camera management	- Implement camera management ala dead space
	Technical-story		

Remaining hours per task							
#0	#1	#2	#3	#4			
8							
7							
0							

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