

<b>Sprint #7</b>	main character animation and camera management
<b>Date start</b>	22/11/09
<b>Date end</b>	13/12/2009 06/12/2009

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 - Add reloading animation
	Main character	Camera management	- Implement camera management ala dead space
	Technical-story		

Remaining hours per task							
#0	#1	#2	#3	#4			
8	7	6	6	4			
7	6	5	4	4			
0							

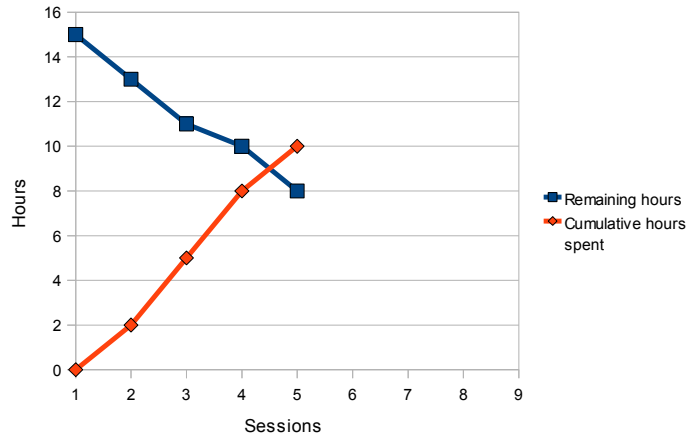
Hours spend per task							
#1	#2	#3	#4				Total
1	1	1	2				5
1	2	2					5
							0
<b>Total</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>10</b>

Remaining hours

15	13	11	10	8			
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Cumulative hours spent

0	2	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.