ROADMAP

Sprint	Mar.15 - Mar.19	Mar.22 - Mar.26	Mar.29 - Apr.2	Apr.5 - Apr.9
Planning	▰			
Conceptualize	▰			
Development		▰▰		
Testing			▰▰	
Submit				▰

BACKLOG

Sprint	Tasks
Planning	⬡ Project management process. ⬡ External documentation.
Conceptualize	⬡ Create graphic resources. ⬡ Game screens mockup. ⬡ Friendly and intuitive UI.
Development	⬡ Random illumination pattern. ⬡ Lego figure body parts. ⬡ Ligh up selected body part. ⬡ Level increase. ⬡ Pattern speed. ⬡ Game over state.
Testing	⬡ Debugging.
Submit	⬡ Game release.