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**Fire Will Kill Us All**

Iteration 3 Plan

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**Tasks:**

* Running the simulation a chosen number of times at once.
* Adding furniture to the rooms**.**
* Adding smoke to the floor.
* Allowing multiple Johnnies to extinguish different fires without overlapping
* Shaggy becoming what he was previously when a path is clear again
* Cleaning up the code.

**Week 1**

Atanas will work on adding furniture to the rooms. Creating the classes and drawing them on the form and their interaction with the fires.

Nikolay will work on improving the animations of the people. Currently, sometimes people might become invisible, due to how the current animating works. He will adjust the animations in such a way, that people don’t become invisible, and don’t delete the charred tiles after they pass over them.

Nikolay will also add checks to Shaggy. If a path to the fire exit is cleared, Shaggy will become what he was before, and run towards the exit. For example, if Courage becomes a Shaggy, if the path to the exit is clear, he will once again ***regain Courage*** (I am not ashamed) and run towards the exit.

Yosif: Keep working and improving on Unity. Animations, models, optimizing the program, improving the service that transfers the data.

**Week 2**

Atanas will work on implementing smoke. Smoke spread, affecting people and killing out fires.

Nikolay will continue the person’s ability to regain his previous personality, if it is not done yet. Aside from this, he will also work on allowing 2 or more Johnny Bravos to extinguish the fires, instead of all wanting to extinguish 1 fire.

Yosif: Keep working and improving on Unity. Animations, models, optimizing the program, improving the service that transfers the data.

**Week 3**

Atanas will work on cleaning up his code.

Nikolay will conduct tests if people work properly in different scenarios, as well as optimize his code.

Yosif: Keep working and improving on Unity. Animations, models, optimizing the program, improving the service that transfers the data.