Our Sprint Goal is to have the base project and the score/statistic feature finished by the end of this 2 week sprint. Although there are other features that would be nice to have, these are the features we decided are most crucial. It is important to get the base game finished to have a working version of the game running for the end user. The score is an important part of any game so that the user can see how well they progressed and track their best performance. We plan on completing these goals.

We plan on completing these goals by breaking into teams to work on these features. Before any of the features are started, all team members will need to watch the videos and become familiar with the basis of the game. Next, Liam and Justen will be in charge of creating the base game and the base level, while Hannah and Josh will work on the score feature. Once all the videos are watched the Base Level team will work on implementing the content from the videos into the Unreal Engine. Once this is finished they will add personalized touches such as textures and audio and test that the base project is completed. Once the base project is completed, the Score team will work on adding a score feature to the game to allow it to output a score to the user. They will do this by checking the Unreal Documentation and forums for content in this area and add the proper code based on their research. If there are still issues this team is responsible for troubleshooting and testing this feature to ensure that it is working properly. They will begin by implementing the statistic and tracking the hits and accuracy, then implement a counter to track when the enemy tanks are destroyed. Once this is completed they will output this information to the user and add audio and other cosmetic features. Once both teams are finished the project will be tested and played in its entirety multiple times to ensure that it meets the definition of done and we have a smooth demo.