**Recycling Game Sprint Plan 3**

- **Goal:** Complete final implementation of features for the game. Release a singular level of the game that includes these features.
- **Task Listing:**
    - User Story 1: As a player, I want a game that is easy to use and exciting to play so that I can enjoy an engaging, challenging, and ultimately entertaining & rewarding experience.
        - Integrate game scene with main menu
        - Add profile button & UI to main menu
        - Implement flicking example to game scene
        - Add baskets & hitboxes to game scene
        - Add different object categories
        - Return gameplay statistics in profile
        - Add penalty for incorrect shot
        - Low accuracy needed to
- **Team roles:**
    - Aubrey Isaacman: Product Owner
    - Nathan Lie: Scrum Master
    - Michael Schmidt: Programmer
    - Danielle Fisher: Programmer
    - Hersh Gill: Programmer
    - Kidus Elias: Programmer
    - Hesiquio Mendez: Artist
    - Linda Nguyen: Artist
- **Initial task assignment:**
    - Nathan Lie:
    - Michael Schmidt:
    - Danielle Fisher:
    - Hersh Gill:
    - Kidus Elias:
    - Hesiquio Mendez: User Story 2, Create associated art assets for waste products
    - Linda Nguyen: User Story 2, Create associated art assets for game environment
- **Initial (Current) burnup chart:**
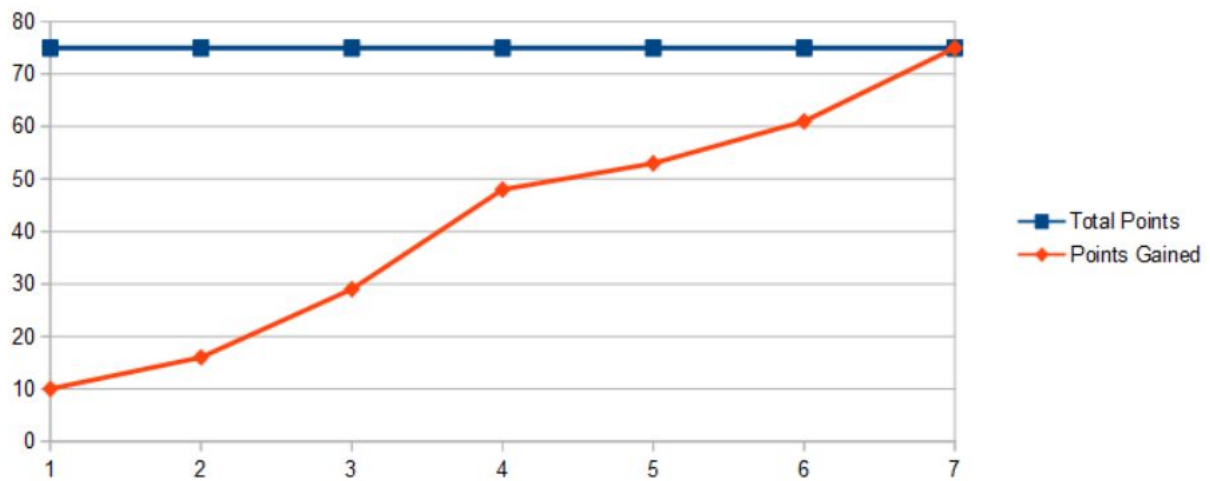
- **Initial Scrum Board:**
  - The team's Scrum Board is currently being hosted on asana.com
- **Scrum Times:**
  - Tuesdays, 11:30am
  - Wednesdays, 9:05am
  - Fridays, 1:15pm
- **Additional Meetings (Outside of the SCRUM purview):**
  - Thursdays at 11:15am
  - Tuesdays & Thursdays at 3:20pm