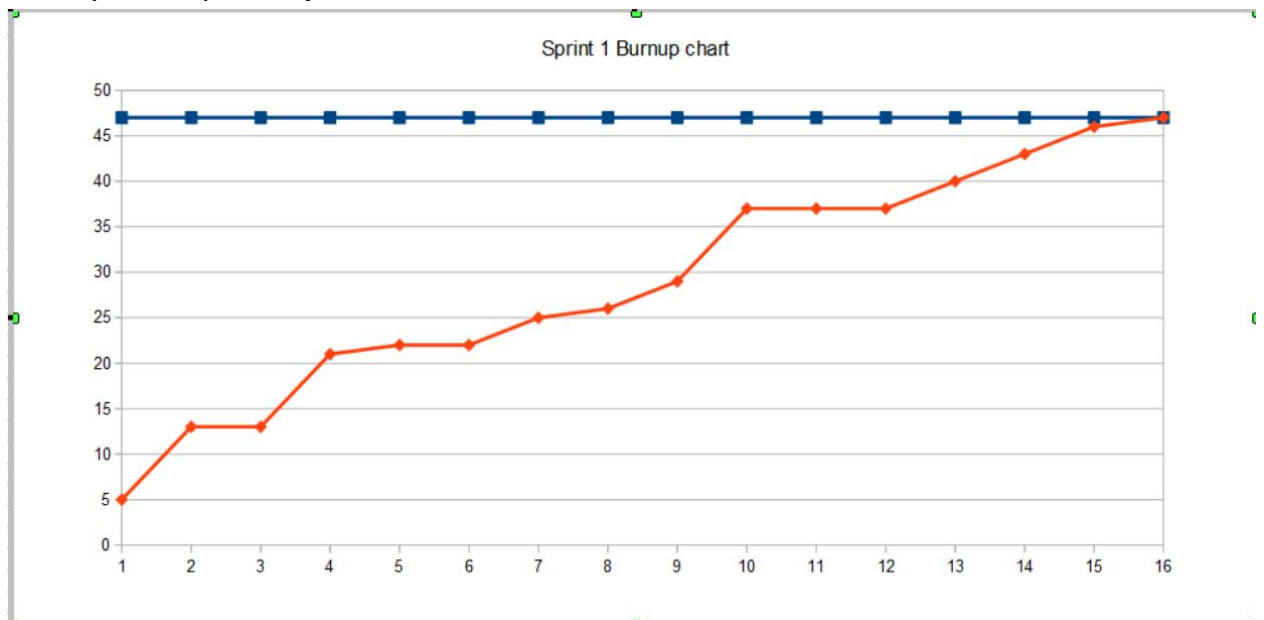


## Recycling Game Sprint Plan 1

- **Goal:** Create a functional, unpolished version of the game that implements the basic gameplay mechanics for the product.
- **Task Listing:**
  - User Story 1: As a player, I want a game so that I can be engaged and rewarded.
    - Familiarize team with Unity development (10 hours)
    - Create gamespace where player can throw an object into an area (4 hours)
    - Add score counter (2 hours)
    - Add timer that stops the game once it ticks to 0. (3 hours)
    - Add pause menu (3 hours)
    - Add main menu (5 hours)
    - Add final score menu (5 hours)
  - User Story 2: As an environmentally conscious person, I want to learn proper waste disposal so that I can apply this knowledge to real life.
    - Create different placeholder object 'classes' representing different waste items (2 hours)
    - Define the different types of waste items (1 hour)
    - Create different 'baskets' that correspond to a type of waste product (4 hours)
    - Add penalty for throwing waste item in incorrect 'basket' (1 hour)
    - Create associated art assets for the waste products (3 hours)
    - Create associated art assets for waste receptacles (3 hours)
    - Create associated art assets for game environments (3 hours)
- **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: User Story 1, Familiarize team with Unity development
  - Michael Schmidt: User Story 1, create gamespace where player can throw an object into an area
  - Danielle Fisher: User Story 1, Add timer that stops the game once it ticks to 0.
  - Hersh Gill: User Story 1, Add pause menu
  - Kidus Elias: User Story 1, Add main menu
  - 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