Sprint 2 Plan:
2/7 - 2/28

Goals:
1. Enhancing game
2. Implement new features

Task List: (story points out of 5)
1. As a user, I want to see a time bar to see when the game ends. (3)
   a. Add a timer (contamination bar)
   b. Bar will keep increasing automatically, throw trash in right bin in order to decrease the contamination bar
   c. If player throws wrong trash in a bin, contamination bar will increase
2. As a developer, I want to teach the players the basic concepts of recycling. (4)
   a. Create first few base levels
   b. As levels progress, new items that take longer to break down will be introduced
3. As a developer, I want to implement animations to the game for more satisfying gameplay. (2)
   a. Implement the given animations into the code

Team roles:
Sean (SM) - user story 2
Grace (PO) - user story 1
Shao - user story 2
Anh - user story 3
Siobhan - user story 1