

Goals:

1. Enhancing game

Task List: (story points out of 5)

1. As a user, I want to see a time bar to see when the game ends. (2)
 - a. Add a timer (contamination bar)
 - b. Bar will keep increasing automatically, throw trash in right bin in order to decrease the contamination bar
2. As a user, I want to see more character in the blobs (4)
 - a. Throwing wrong trash into wrong bin will result in reducing blob's size
 - b. Hit boxes change as sprite changes
3. As a user, I want to be able to see the next items lined up (2)
 - a. Show next 2 items
4. As a developer, I want to add more trash items and assign them to bins (3)
 - a. Add more items and show what bin each item belongs to

Team roles:

Sean (SM)

Grace (PO)

Shao

Anh

Siobhan

Initial Task Assignments:

Sean - blob sizes (story 2)

Grace - contamination bar (story 1)

Shao - create more items (story 4)

Anh - show next 2 items (story 3)

Siobhan - blob sizes (story 2)