High Level Goals:
1. Enhance gameplay
2. Send out message about sustainability through the game
3. Create a working, complex, and enjoyable game for users

(story points out of 5)
Sprint 1:
1. As a developer, I want to understand how to use Unity so I can work on developing the game. (2)
   a. Practice using Unity
2. As a developer, I want to make sure that all the files in Git Hub are working.(1)
   a. Ask aubrey or other team member about broken Git files
3. As a developing team, we want to create our own git repository to keep track of our progress. (1)
   a. Create our own CMPS 116 git repository and clone theirs into ours
      i. Only issue with this is that we can't merge with their branch because we're on separate repositories
      ii. But we can perform a single merge later
4. As a developer, I want to come up with a game design to expand on the game. (3)
5. As a developer, I want to clean up the original code so it will work more efficiently. (4)

Sprint 2:
1. As a user, I want 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

Sprint 3:
1. As a user, I want to see more levels so I can play the game for a longer time. (4)
   a. Create more levels
2. As a user, I want to see power-ups to enhance gameplay. (4)
   a. Create a pop-up screen for 3 different power-ups as options to use during corresponding level

Ideas:
1. As each level increases, more trash items will be added that are more difficult to categorize.
2. As levels increase, items will take longer to decompose.
3. As levels increase, different power-ups will be available.

Project Backlog:
1. Implement game with the kiosk
2. User profile (multi-player)
3. Geography (different gameplay and recycling policies per region)