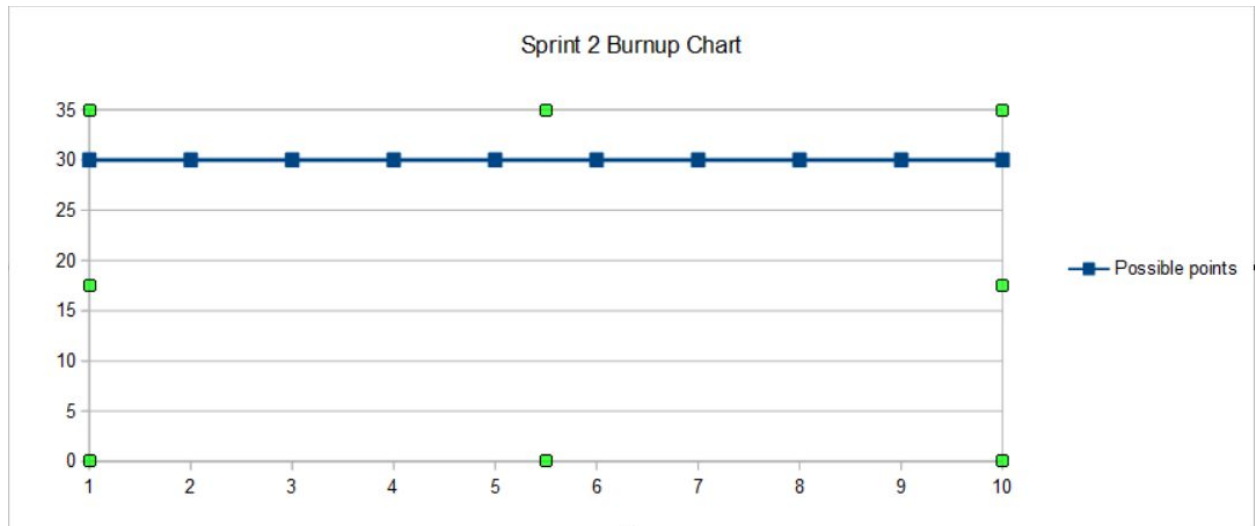
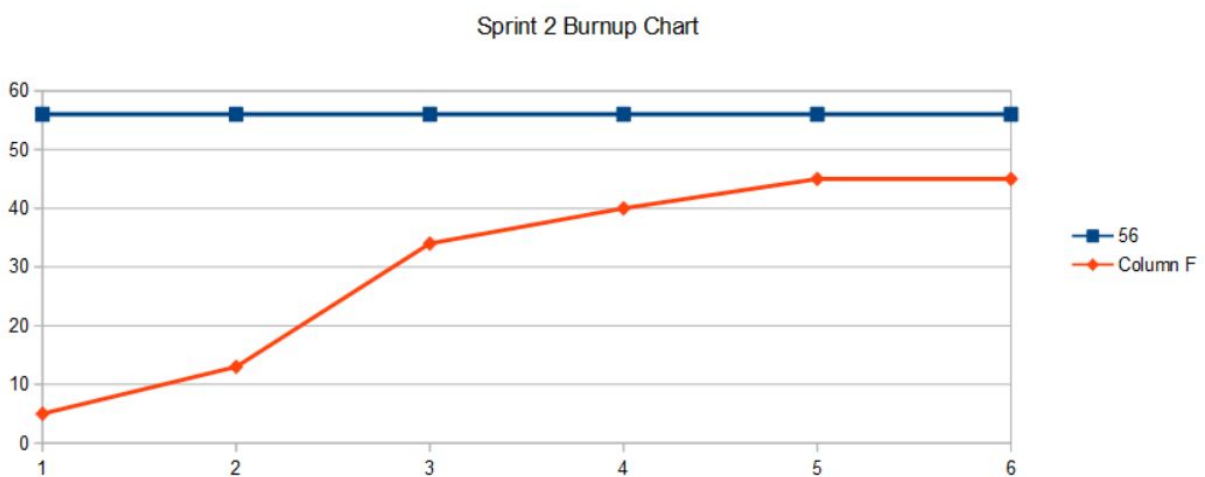


## Recycling Game Sprint Plan 2

- **Goal:** Add specific features to functional version of the game, and implement basic user profile.
- **Task Listing:**
  - User Story 1: As a player, I want a profile and avatar so that I can track my score and reward myself for my in-game performance.
    - Create profile ui instance that can be reached from the main menu
    - Display stat tracking data
    - Display basic information about user (name, location, etc.)
    - Add section for user avatar
    - Point calculation based on recycled materials
  - User Story 2: As a player, I want to earn points and spend them so that I can customize my avatar.
    - Add placeholder image for user headshot
  - As well as tasks from User Story 1 from Sprint 1:
    - Add internal stat tracking for items
    - Add multiple 'bins' or 'baskets', specifically 3 of them
    - Categorize different 'types' of projectiles
    - Design Main menu ui
    - Design game world assets
- **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: Determine what features are missing from template
  - Michael Schmidt: Familiarize with Unity Development
  - Danielle Fisher: Familiarize with Unity Development
  - Hersh Gill: Familiarize with Unity Development
  - Kidus Elias: Familiarize with Unity Development
  - Hesiquio Mendez: Design game world assets
  - Linda Nguyen: Design main menu UI
- **Initial burnup chart:**



- **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