

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)

Grace (PO)

Shao

Anh

Siobhan