Goals:
1. Get familiar with Unity
2. Fix the github repository
3. Clean up the code

Task List:
1. As a developer, I want to understand how to use Unity so I can work on developing the game. (L)
   a. Practice using Unity
2. As a developer, I want to make sure that all the files in Git Hub are working.(S)
   a. Ask aubrey or other team member how to make GitHub files work
3. As a developing team, we want to create our own git repository to keep track of our progress. (S)
   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. (S)
5. As a developer, I want to clean up the original code so it will work more efficiently. (S)

Team roles:
Sean (SM)
Grace (PO)
Shao
Anh
Siobhan

Initial Task Assignments:
Grace -
Shao -
Sean -
Anh -
Siobhan -