

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

Sprint 1:

1. Understand how to use Unity (L)
2. Make sure Git files work (S)
3. Create our own CMPS 116 git repository and clone theirs into ours (S)
4. Come up with game design (S)
5. Clean up original code (S)

Sprint 2:

1. Create a “contamination bar” that decides when game is over (S)
2. Display items that are to come up (S)
3. Each item takes a certain amount of time to break down (M)
4. Make blobs get bigger/smaller if fed right/wrong (M)

Sprint 3:

1. Create more levels
2. Customization to blobs