Project Management Tool	Trello
Plan Cycle within the Project Management Method	During our 3-week sprint, Garrett will work on getting our game on android and the throwing mechanism. Walker will work on getting the game on Apple, the scoring system, and level design. Suchita will work on the game's UI and animations. Jimmy and Peilin will work on integrating the game with a database, making a leaderboard, and adding a save feature. We will all work on adding new game mechanics. Deadlines: Get game on apple or android by March 20th Finish scoring system by March 27th Get a database working in some sense by March 13th Start working on getting leaderboard and save feature working by March 27th Create a basic UI by March 20th Get first level made by March 27th
A screenshot of your project management tool which displays your project dashboard (containing the user and functional requirements, sprint tasks and owners, todo, in progress and done lists)	(see below)
A detailed description of your project plan (see above)	Functional Requirements- Developing UI, throwing mechanic, scoring system, and other game mechanics along with the databases connection. Also, integration with android and iphone can be functional requirements. Non-Functional Requirements- Learning the game engine and getting it working with github are non-functional requirements but will be helpful in the creation of the game.

A summary of your team's agile standup and retrospective meetings (see above)	During our agile standup meeting, we had all been working on figuring out Unity and learning what is necessary for the final project. Garrett will work on getting a game on android. Walker will work on level design. Suchita will work on the start screen and moving screen to screen. Jimmy will get started working on databases and set up a user system. Peilin will work on getting the game online. During our sprint retrospective meeting, we realized we needed more time to accomplish our tasks. We could break up larger tasks into easier to accomplish sub tasks, and we also needed more concrete goals. Next time we will try to come up with concrete goals that we are capable of doing within the time span.

Todo ...

Develop UI

Develop Throwing Mechanic

Develop Scoring System

Develop other game mechanics

Complete a level

Get a database working with the game

Get it working online

Integrate with Apple

Add a card…

Working On ...

Integrate Unity with a data base

Integrate with Android

Add a card…

Complete ...

Integrate Unity with github

Learn Unity Physics Engine

Add a card…