

## 1 Key Decisions

In this sprint planning meeting we decided that we will use **Python 3.6.2** for development and that we will aim for a project length of 6 weeks/sprints. This will offer us 4-5 sprints for core development and 1-2 buffer sprints.

## 2 Sprint Tasks

Kurtis

- Install python, pygame, git, do a hello world
- Write tutorial for setup/documentation guidelines
- Initial asset placeholder creation

Rob

- Install python, pygame, git, do a hello world
- Project setup, folders, files, git, architecture
- 1/2 - protagonist/antagonist/enemies/hazards, their mechanics, and a single setting

Jack

- Install python, pygame, git, do a hello world
- Win/lose condition (story?)
- 1/2 - protagonist/antagonist/enemies/hazards, their mechanics, and a single setting