<div align="center">
Tokyo Driftr
Sprint Completion Date: 7/5/2020
Revision 1
Revision Date: 6/30/2020
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Goal:

This week's high level spring goals are to have the game running in a browser, with basic driving and drifting mechanics. The other high level goal is to have the car rendering and creating simple collision mechanics.

Task List:

- As a player, I want to apply my ability to control my car
    - WASD controls mapped to Accelerate-Turn Left-Decelerate/Reverse-Turn Right (4)
    - Implement a handbrake as space so the car drifts based on if the player is turning left or right (3)
    - Total Task Hours: 7
- As a Player, I want my ability to control the car to matter when placed inside a world
    - Implement car collision with walls (5)
        - When hitting a wall straight the car will stop
        - When hitting a wall just slightly the car will slow down
        - All Collisions stop drifting
    - Add drift boost when coming out of a drift (1)
    - Total Task Hours: 6
- As a user, a want a new unique map to try to compete on a regular basis.
    - Implement splines to generate the map based on given vertices (4)
    - Create road assets to be used with spline generation (2)
    - Total Task Hours: 6
- As a user, I would like to know how my performance compares to others
    - Create a simple Leaderboard Database (1)
        - Course
            - Map-ID, TimesTable (Comprised of Times)
        - Times
            - Map-ID, Username, Time
    - Let the player submit their score with a name (1)
    - Display best time for the user and update it based on new scores in the database (1)
    - Display the players position in the database (1)
    - Total Task Hours: 4

- As a User I want to open the website and understand the controls and start playing quickly
    - Implement a menu layout that is just an overlay with a quick overview of the controls. (3)

        TOKYO DRIFTR

        W - Accelerate
        A/D - Left/Right
        D - Decellerate
        Space - Handbrake

        PRESS SPACE TO START GAME

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    - Make the overlay disappear after the player presses a button (1)
    - Total Task Hours: 4

Team Member Roles:
Conrad Menchine - Project Owner, Developer
Kevin Pinney - Scrum Master, Developer
Luke Harvey - Developer

Initial task assignment:
Conrad Menchine - User Story 1, both tasks
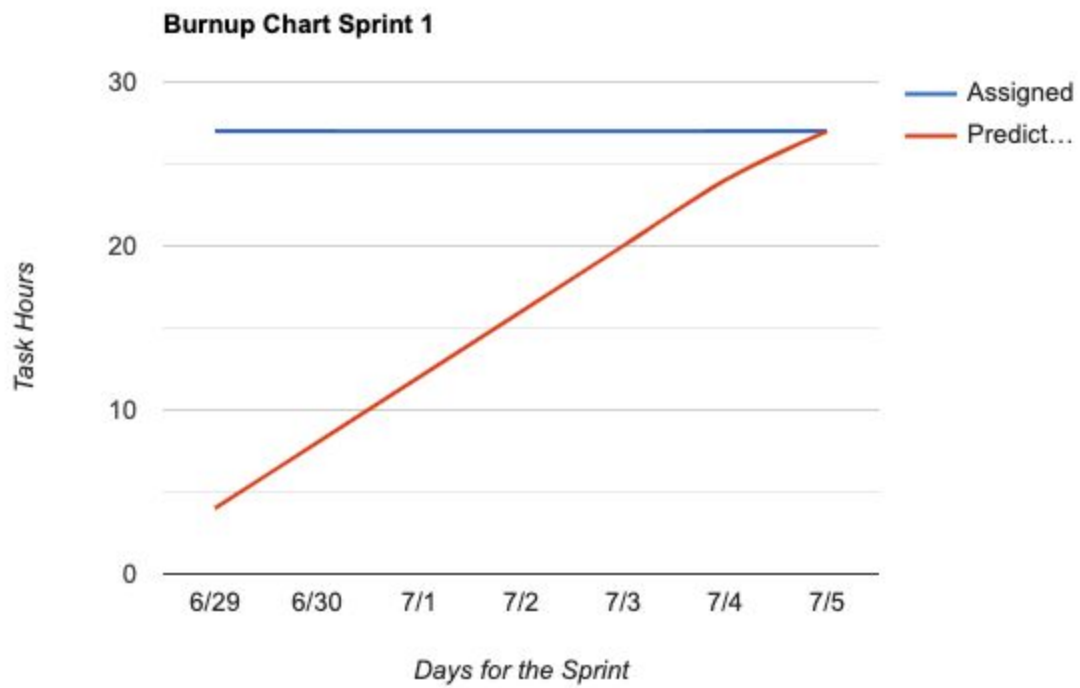Kevin Pinney - User Story 2, both tasks
Luke Harvey - User Story 4, All Tasks
Luke Harvey - User Story 5, both tasks
Kevin Pinney - User Story 3, Task 1
Conrad Menchine - User Story 3, Task 2

Initial BurnUp Chart:

Scrum Meetings:
6/27 - 12:00 PM
6/30 - 3-4 PM (TA)
7/1 - 9-10 AM
7/2 - 12:30-2:00 PM
7/3 - 5-6PM