

**Tokyo Driftr**  
**Sprint Completion Date: 7/14/2020**  
**Revision 1**  
**Revision Date: 7/14/2020**

**Goal:**

This week's high level goal is to have a product that functions well, with clean and improved controls.

**Task List:**

- As a player I want the controls to feel intuitive and nice
  - Improve road and car physics (5)
  - Have each car play have different attributes (3)
  - Clean up collision effects (2)
  - Total Task Hours: 10
- As a player I want the main menu to be clear about how each car functions
  - Display car stats under each car. (3)
  - Change the 3d text on the main menu to a 2d plain explaining the controls (2)
- As a player, terrain and visuals outside of just the road, so that I feel more immersed in the gameplay
  - Start implementing terrain generation around the road. (5)

**Team Member Roles:**

Conrad Menchine - Project Owner, Developer

Kevin Pinney - Scrum Master, Developer

Luke Harvey - Developer

**Initial task assignment:**

Conrad Menchine - User story 1

Luke Harvey - User Story 2

Kevin Pinney - User Story 3

**Scrum Meetings:**

Wednesday July 15th: 1 pm

Friday July 17th: 5 pm

Saturday July 18th: 1 pm

Sunday July 19th: 1 pm