Team 1 - W5 Burndown

**Programming**

1. Maze game - Rebecca
   * Fix wall collision (stop cursor from going through maze walls)
   * Multiple mazes
2. Main tutorial - Rebecca
   * Add dragging items to tutorial
3. Matching Memory game - Matthew
   * Multiple levels of difficulty
4. Word minigame - Matthew
   * Word Dictionary/List
   * Generate letter tiles that can create a variety of words
   * Drag / make words with tiles
5. Sliding puzzle - Rebecca
   * Check if solved
   * Slide tile (only the slidable ones)
6. Minigame select (1 scene for minigames instead of 2 hardcoded) - Matthew
7. Minigame back button - Matthew
8. Daily reward - Matthew
   * Cooldown/timer
   * Check/store which minigames were played
9. Home - Rebecca
   * Upgrade button
   * Inside + outside navigation

**Design**

Sounds - TBD

1. Positive feedback
2. Negative feedback
3. Button click

Music- TBD

1. Menu Music
2. Win Music
3. Hub Music
4. Minigame Music - Kodiak

Miscellaneous

1. Implement Title Font - [Bubbly Soda](https://www.dafont.com/bubbly-soda.font) - TBD
2. Implement Normal Text Font - TBD
3. Menu buttons size tween - Matthew
4. Reduced amount of text in main tutorial - Rebecca

**Art**

Placeholder Assets

1. Home Interior - Luis
2. Home Exterior - Luis
3. Home Upgrade Assets - Luis
4. Custom Mouse Cursor - Luis
5. Sliding Puzzle - Kodiak
6. Blank Letter Tile (Word Game) - Kodiak

Final Assets

1. Generic Background - Luis
2. Generic Menu Buttons (no text) - Luis
3. Main Menu Background - Luis
4. Main Menu Buttons - Luis
5. Hub Background - Luis
6. Hub Buttons - Luis
7. Custom Mouse Cursor - TBD
8. Win Screen Background - Luis
9. Mouse Maze Background - Luis
10. Mouse Maze - Kodiak
11. Matching Memory Game Background - Kodiak
12. Matching Card Back - Kodiak
13. Matching Card Fronts - Kodiak
14. Home Interior - Luis
15. Home Exterior - Luis
16. Home Upgrade Assets - Luis
17. Sliding Puzzle - Kodiak
18. Blank Letter Tile (banana grams) - Kodiak