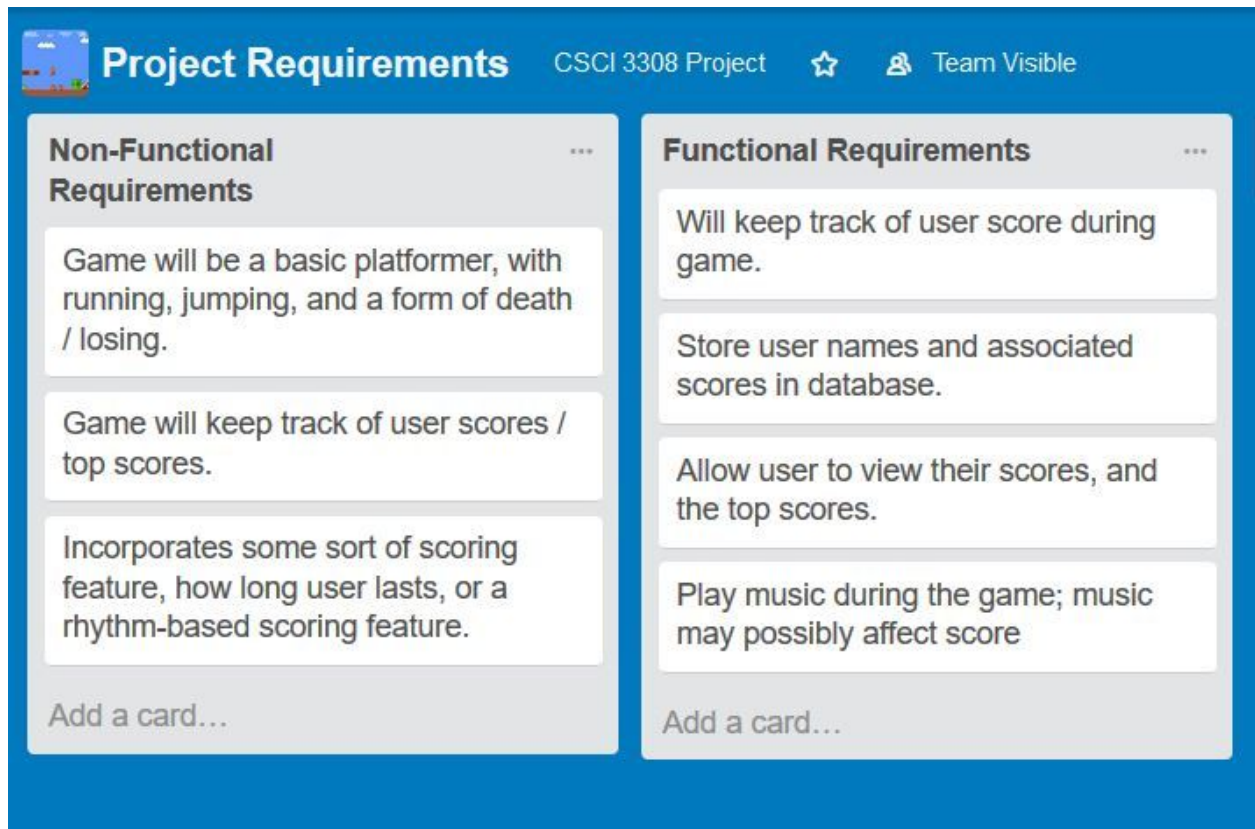


Milestone 2 Requirements:

What project management tool will we use? Trello



Rough Sprint Plan

1st Sprint (3 weeks)

- Create a game that lets users jump and run right
- Add music that plays in the background and loops
- Have a character sprite that has animations
- Create a basic database

2nd Sprint (1 week)

- Have the game playable via browser?
- Add in crouching under and jumping over mechanics and a method of dying
- Background art
- Scoring system

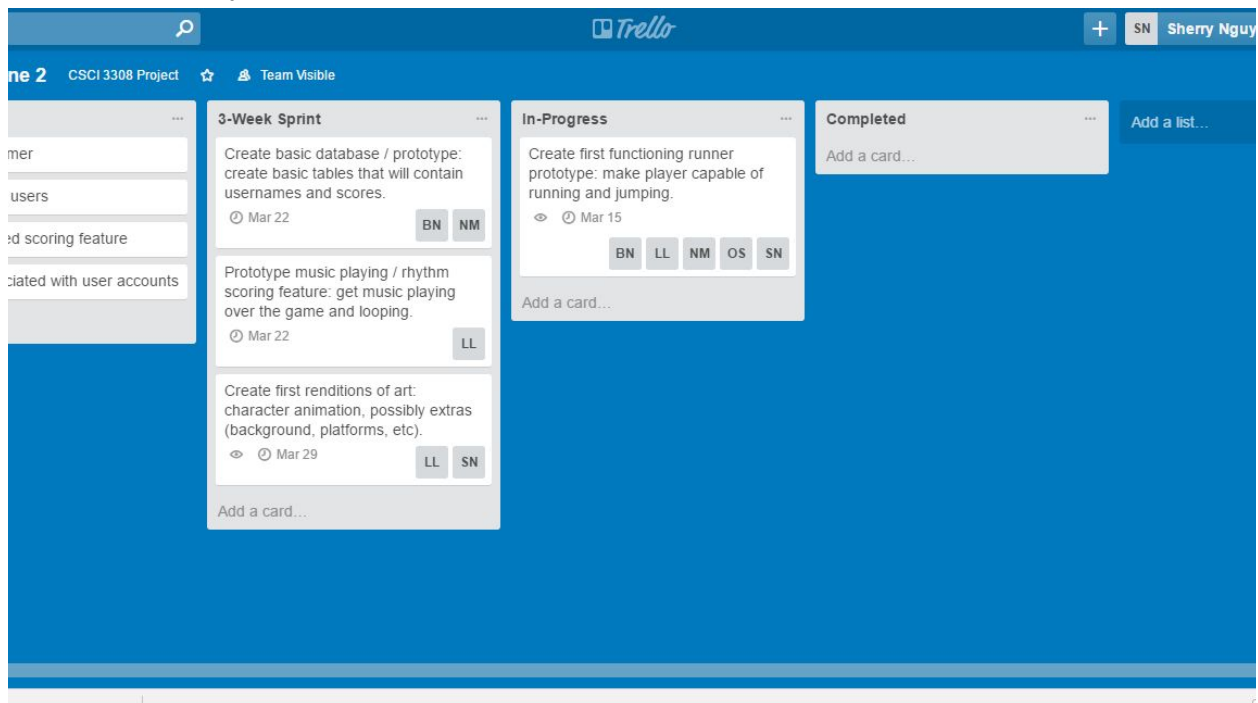
3rd Sprint (2-3 weeks)

- Have scoring system store information on the database setup in sprint 1
- Implement rhythm into game with music of choice
- Add achievements

3 week sprint

Sprint features

- Runner prototype that can jump and run right (Owen is main developer but all are responsible for the due date of 3/15)
- Music playing in the background and loop (Lucas is main developer and responsible for due date of 3/22)
- Basic database code that can take some input and use SQL queries to update tables (Bryant and Neil are main developers and responsible for due date 3/22)
- Sprite art for main character and basic animations (Sherry is main developer but Lucas and Sherry are responsible for due date 3/29)



Agile Standup

Attendance:

Lucas

Sherry

Bryant

Owen

Neil

Standup Meeting:

Focused on planning first 3 week sprint and assigning features for each member of the team.

Assignments below.

Sprint Features

Art: Sherry(Main), Lucas

Basic sprites for characters and animations

Music: Lucas

Music playing while game is and having the music loop

Functioning Game: Owen

A game that lets the user jump while it scrolls right infinitely

Creating Basic Database

Neil,Bryant

Create some tables, doesn't have to work with anything yet

Infinite runner tutorial:

<https://unity3d.com/learn/tutorials/topics/scripting/lets-make-game-infinite-runner>

We are all learning basic Unity and researching methods of developing infinite runner games via Unity. Bryant and Neil will start researching PHP SQL queries and database code. Lucas is going to research implementing music in games and Sherry is doing the same with character sprites and animation.