Sprint 3

Project: Porter Run!

Goals:
- Creating a Playable Runner game on webpage, which allows players to control character by keyboard.

Task listing, organized by user stories:
- User Story 1: As a {Player}, the game should be polished
  - Task 1: Add moving background
  - Task 2: Changing character to our own slug character.

- User Story 2: As a {Player}, the game should have end with playable level
  - Task 1: Make a level with significant ending

- User Story 3: As a {Player}, the game should have music and sound effects
  - Task 1: Adding sound effects and background music.

- User Story 4: As a {Player}, the game should have title and loading page
  - Task 1: Make a title logo and add it to title page
  - Task 2: Make a loading page

- User Story 5: As a {Player}, I need some more diverse enemies
  - Task 1: Make our own enemies
  - Task 2: Enemies need to have simple AI

- User Story 6: As a {Player}, I need some pickups to make game more interesting
  - Task 1: Add our own pickups
  - Task 2: Increase/decrease scores when player pick up items

- User Story 7: As a {Player}, I want my score could be stored online inside a leaderboard.
  - Task 1: Put rank numbers to score leaderboard.
  - Task 2: Add some background and more information on scoreboard.

Team Roles:
- So Young Lee   {Developer}
- Changwan Park   {Developer}
- Guanchen Liu   {Developer, Product Owner}
- Jose Rocha   {Artist, Developer, Scrum Master for Week 3}
- Jun Hee Heo   {Developer}

Initial Task Assignment:
- So Young Lee   {User Story 7}

- Changwan Park   {User Story 1, User story 6}
- Guanchen Liu   {User Story 2, User story 5}
- Jose Rocha   {User Story 3, User Story 4 (task 1), User story 6}
- Jun Hee Heo   {User Story 4 (task 2), User story 6}