Sprint 1 Plan
Alien Clean Up
revision #:0
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High Level Goal:
A good foundation upon which to build the fleshed out game. Must have the key gameplay features (i.e. 4 players putting down and cleaning up slime) implemented.

Task Listing:
(5) As a Team, we want everyone to have some basic knowledge of Unity Engine.
- (8) (If you haven't worked with Unity before, do some of the tutorials. (Multiple members may work on this)
- (2) Ensure everyone can commit to the github or the Unity collaborate project
- (1) Decide on workflow for merging pieces of project being worked on

(3) As a Player, I want to be able to control my character.
- (2) Implement input assignment for all 4 players
- (6) Implement basic movement for all 4 players
- (6) Implement some other action the players may perform

(5) As a Player, I want a field to play on, so that we can compete with the other team (slimes or cleaner).
- (3) Design a basic level layout
- (4) Build the basic level layout in Unity

(8) As a Player, I want a game that can be won or lost.
- (6) Implement the slime laying and clean up mechanic
- (2) Implement the round timer
- (4) Implement the calculation of area covered vs clean

(3) As a Player, I want a form, so that I know where I am.
- (4) Add key graphics for all 4 players
- (4) Add different key poses for actions players perform

Team Roles:
Stephen: Game Director
Riley: Initial Scrum Master, Developer
Dmitry: Developer
Ben: Developer
Brendan: Developer
Marlo: Graphics Artist

Initial Task Assignment:
Stephen: Implement basic movement for all 4 players
Riley: If you haven't worked with Unity before, do some of the tutorials.
(Multiple members may work on this)
Dmitry: Implement the slime laying and clean up mechanic
Ben: Create basic menu
Brendan: If you haven't worked with Unity before, do some of the tutorials.
(Multiple members may work on this)
Marlo: If you haven't worked with Unity before, do some of the tutorials.
(Multiple members may work on this)

Sprint 1 Burn-Up Chart