Sprint 2 Plan
Alien Clean Up
revision #:3
revision date: 7/11/2018

High Level Goal:
Flesh out the base game by adding many new mechanics that provide variety in the gameplay. Keep working on the level and add to its density.

Task Listing:
(8) As a Player, I want to have a unique character to distinguish me from the rest of the players.

- (5) Key poses for Janitor animations
  - Move
  - Sprint
  - ~~Vacuum~~
- (4) Key poses for Slime animations
  - Move
  - Stretch and Fling

(12) As a Player, I want the game to be satisfying and fun to play.

- (8) Implement Janitor Sprinting and Slipping mechanic
- (5) Implement Janitor vacuuming floor slime and player slimes
- (5) Implement Janitor vent attachment
- (5) Implement Slime stretch and fling mechanic
- (5) Implement Slime mass variation
- (12) Implement Slime fusing

(5) As a Player, I want a field to play on, so that we can compete with the other team. (Expand from Sprint 1).

- (5) Revamp the level visuals.
- (5) Implement the new visuals into the level.

(5) As a Player, I want menus to select game options with.

- (4) Implement pause Menu
- (4) Implement pre-game options menu

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

Initial Task Assignment:
Stephen: (5) Key poses for Janitor animations; (5) Implement Janitor
vacuuming floor slime and player slimes
Riley: (8) Implement Janitor Sprinting and Slipping mechanic
Dmitry: (12) Implement Slime fusing
Ben:(4) Implement pause Menu
Brendan: (5) Implement Slime stretch and fling mechanic
Marlo: Key poses for Janitor animations: Sprint

Sprint 2 Burn-Up Chart