

Definition of Done:

The required task is done if it adheres to the game design document and gameplay considerations the task affects.

The required task is done if it builds without warnings or errors and does not conflict with any other completed tasks functionality, unless there is an agreed need for a rewrite on conflicting functionality.

Code is peer reviewed and refactoring for clarity is done if needed.

Must have been successfully integrated into core Unity project.

Adheres to general C# Unity programming style as designated by the following guide: <https://github.com/raywenderlich/c-sharp-style-guide>

Bugs are nonexistent or within agreeable bounds as decided by the team, and if present are listed in the “known bugs” document.