Unit 2: Enhance Objects! | Part 2

**Deliverables**

A series of tasks and a time plan of the sprint. This can be a document, an export of a task list web page (a screenshot or a pdf print document)

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| --- | --- | --- | --- | --- |
| Sprint tasks and time plan | | | | |
| Tasks and subtasks | Assigned to | Storypoint | Priority | Status |
| Create a starting scene | Noel Feng | 1 | Urgent | completed |
| Sub tasks – |  |  |  |  |
| * A main menu with instructions. * Set up Hierarchy and Inspector | Noel Feng and Tina Bridson | 1 and  1 | Urgent and  High | completed |
| Create a Nuke powerup, enemies and Player | Tina Bridson | 4 | High | completed |
| Sub tasks – |  |  |  |  |
| * Set up Hierarchy and Inspector * Create supporting scripts and include a NukePickup and Pickup Manager | Tina Bridson | 4 | High | completed |
| Create sound and particle effects | Tina Bridson | 4 | Medium | completed |
| Increase game difficulty over time by increasing the enemy spawn rate, set a maximum spawn rate to not make it chaotic. | Tina Bridson | 2 | Urgent | completed |
| Sub tasks – |  |  |  |  |
| * Set up Hierarchy and Inspector * Create supporting scripts and include a Spawn Manager | Tina Bridson | 4 | High | completed |
| Game Over menu with the high score. | Tina Bridson | 2 | Urgent | completed |
| Sub tasks – |  |  |  |  |
| * Set up Hierarchy and Inspector * Create supporting scripts and include a Game Manager | Tina Bridson | 4 | High | completed |
| Project repository on GitHub. | Tina Bridson | 2 | Medium | completed |
| Submit a working prototype of the game | Tina Bridson | 1 | High | completed |