Purpose

This project is to give the user awareness of food waste reduction and water conservation.

Time and Team Commitment

The team has committed to work together for five weeks. The team is committed to do their best over the term. We also are promising that we check slack often to ensure proper communication. Outside of class we will meet up for team building activities.

Members and Roles

William Bradshaw ( Animation, Story, Graphic)

Eunhak Lee ( Page Frame, Page Formation)

Khide Moss-Hoskins ( Gameplay, Sound, Balance)

Sagar Sidhu ( Pitching, Presentation, QA test)

Jen Hao Yeh ( Animation, Story, Graphic, Presentation, Backend)

Goals

Main Goal: Create a game over 5 weeks that is related to the purpose.

Over the first week we would like to have a visual style for the game and a clear idea of the gameplay.

Individual goals

Sagar: Improve coding skills as well as hot to communicate better as a team member.

Khide: Improve ability of improving and maintaining team focus and moral.

William: Continue improving abilities in programming and working together in a team. Make a project with an “Aesop/moral” told in actual interesting way.

David: Make a project that is unique, and team is proud of.

Tommy: Learn to work with people.

Values

- Enthusiasm

- Openness

- Work-hard

- Loyalty

- Efficiency