

Sprint Breakdown (4 Weeks)

Sprint 1: Planning & Research (Pre-Development)

- **Game Architecture & Design**
 - Create a game flow diagram showing screen transitions and game states.
 - Design a basic layout for UI elements.
- **Obstacle & Car Research**
 - Gather reference images for obstacles and cars.
 - Decide on different obstacle types and possible difficulties.
- **Technology & Setup**
 - Ensure the game frame works properly in a web environment.
 - Ensure proper setup with Source control

Goal: A clear game structure, and reference materials for visuals, Frame of game in Browser.

Sprint 2: Basic Gameplay Implementation

- **Game Loop & Timer**
 - Implement a countdown timer that updates in real-time.
 - Add pause/resume functionality.
- **Basic Player Movement**
 - Allow the player ('Bucky') to move between three lanes.
- **Obstacle System (Static First)**
 - Implement basic obstacles that appear in the game.
- **UI Foundation**
 - Create a simple menu with Start and Quit buttons.

Goal: A playable prototype where the player moves and sees a timer.

Sprint 3: Interaction & Visuals

- **Obstacle Behavior**
 - Make obstacles move across the screen.
 - Implement collision detection with obstacles.
- **UI Enhancements**
 - Display the timer and score properly.
- **Basic Animations**
 - Add animations for game start, collisions, and movement.

Goal: Core mechanics work with a basic UI and animations.

Sprint 4: Polish & Extras

- **Scoring System Finalization**
 - Implement and store the player's top 5 scores.
- **More Visual Improvements**
 - Add different obstacle types and animations.
- **Bug Fixing & Testing**

- Perform final debugging and playtesting.

Goal: A playable, polished version with scoring and refined visuals.