Sprint Breakdown (4 Weeks)

Sprint 1: Planning & Research (Pre-Development)

- **Technology & Setup**
  - Ensure the game frame works properly in a web environment.
  - Ensure proper setup with Source control
- **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.

Goal: Basic Webpage with a Frame with other setup activities and research for later assets.

Sprint 2: Basic Gameplay Implementation

- **Player Movement Refinement**
  - Smooth lane switching
  - Handle edge cases (e.g., can't move off-screen)
- **Fix Collision Response**
  - Prevent game from stopping on collision
  - Implement appropriate response (Negatively Iterate timer)
- **Game Loop & Timer**
  - Add real-time countdown timer
  - Implement pause/resume functionality
- **Obstacle System**
  - Obstacle spawning logic refinement (ensure fair/randomized spawning, spacing, etc.)
- **UI Foundation**
  - Create a basic menu (Start, End, Pause)
  - Display timer
- **Nic Finishes the Game**
  - The game is done

Goal: A playable prototype where the player can interact with basic UI elements.

Sprint 3: Interaction & Visuals

- **Basic Animations**
  - Add animations for game start (e.g., countdown, fade-in).
  - Add visual feedback for collisions (e.g., flashing, shaking).
- **Scoring System**
  - Calculate score based on time remaining.
  - Display current score during gameplay?
  - Store and display Top 5 player scores using local storage or similar. (Database?)
- **UI Feedback Improvements**
  - Add basic button interactions (hover/click effects).

Goal: Gameplay has animations, scoring, and interactive feedback.

Sprint 4: Polish & Optional Features

- **More Visual Improvements**
  - Add different obstacle/car designs.
  - Add background elements or parallax scrolling.
  - Improve screen transitions between game states (menu, play, end).
- **Bug Fixing & Testing**
  - Perform internal playtesting to find and fix bugs or glitches.
  - Test UI responsiveness and element behavior.
  - Tune performance to prevent frame drops or lag.
- **Optional Features**
  - Create a tutorial screen or popup explaining basic controls.
  - Allow selection of different car styles before game start.
- **Game Polish Checklist**
  - All visuals and animations are smooth and intentional.
  - No placeholder art remains.
  - All menus function correctly.
  - Game ends cleanly with clear win/loss state.

Goal: A fully playable, visually polished version of the game with additional quality-of-life features.