

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**
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 - 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
 - Proper Collision Detection
- **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

- **Finish line**
 - Game has a finish line
 - Stops Game
- **Basic Animations**
 - Add animations for game start (e.g., countdown, fade-in).
 - Add visual feedback for collisions (e.g., flashing, shaking).
- **Timer and Score System**
 - Grass Lanes double timer countdown
 - Timer pauses on Game pause
 - Calculate score based on time remaining.
 - Display current score during gameplay?
 - Store and display Top 5 player scores using local storage or similar. (Database?)
- **Game Name**
 - Name the game
- **UI Feedback Improvements**
 - Add basic button interactions (hover/click effects)
 - Put Buttons // Integrate swiping for controls on mobile

Goal: Gameplay has animations, scoring, proper phone controls 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.

