Project Management Tool:

Software:
- Asana - This software is very good for creating tasks, assigning them to a specific person or group of people, and then marking them as complete. It can be used for up to 15 people for free, and is a very good way to organize tasks for each person as well as for the team as a whole.

Functional Requirements:
- The software shall require login information that is stored in a database.
- The software shall have a user interface to control and play the game.
- The high scores shall also be stored in a database.
- The game shall contain infinite levels with constant movement in one direction and user-controlled movement in the other direction.

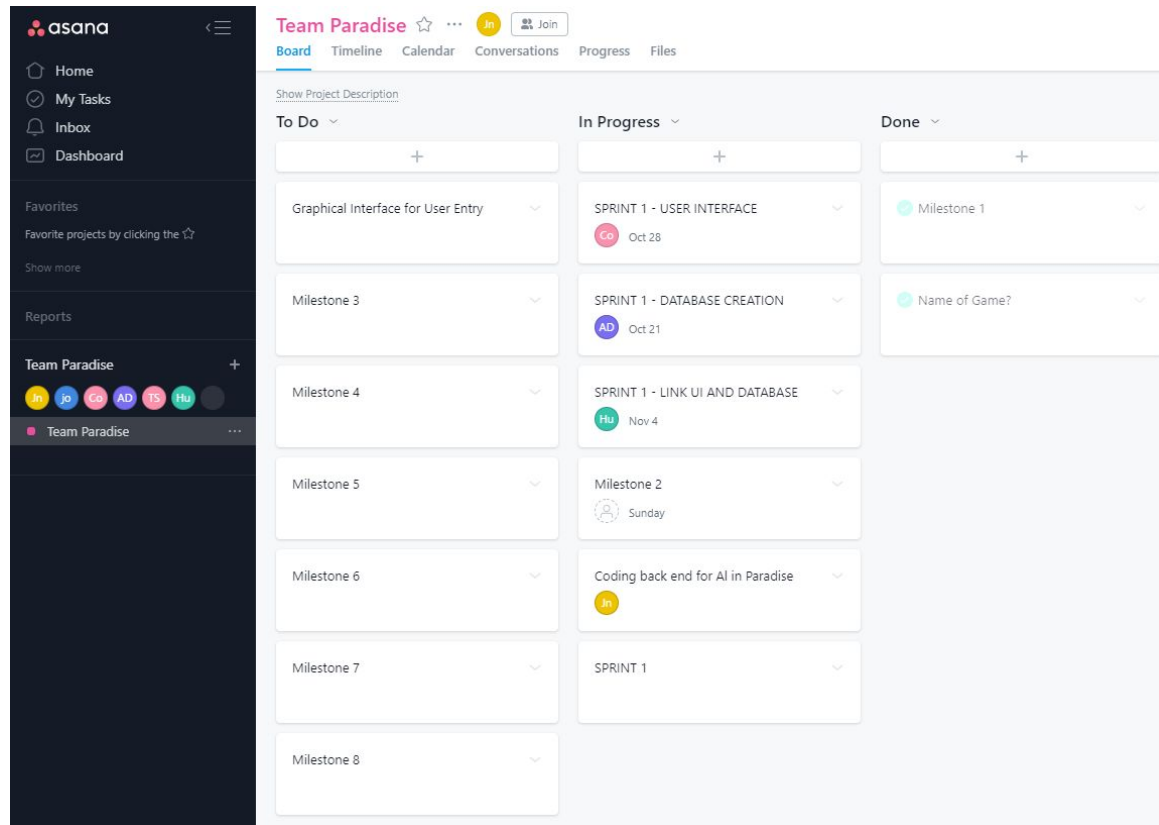Non-Functional Requirements:
- The game shall be written in JavaScript.
- The backend database shall be written in SQL.
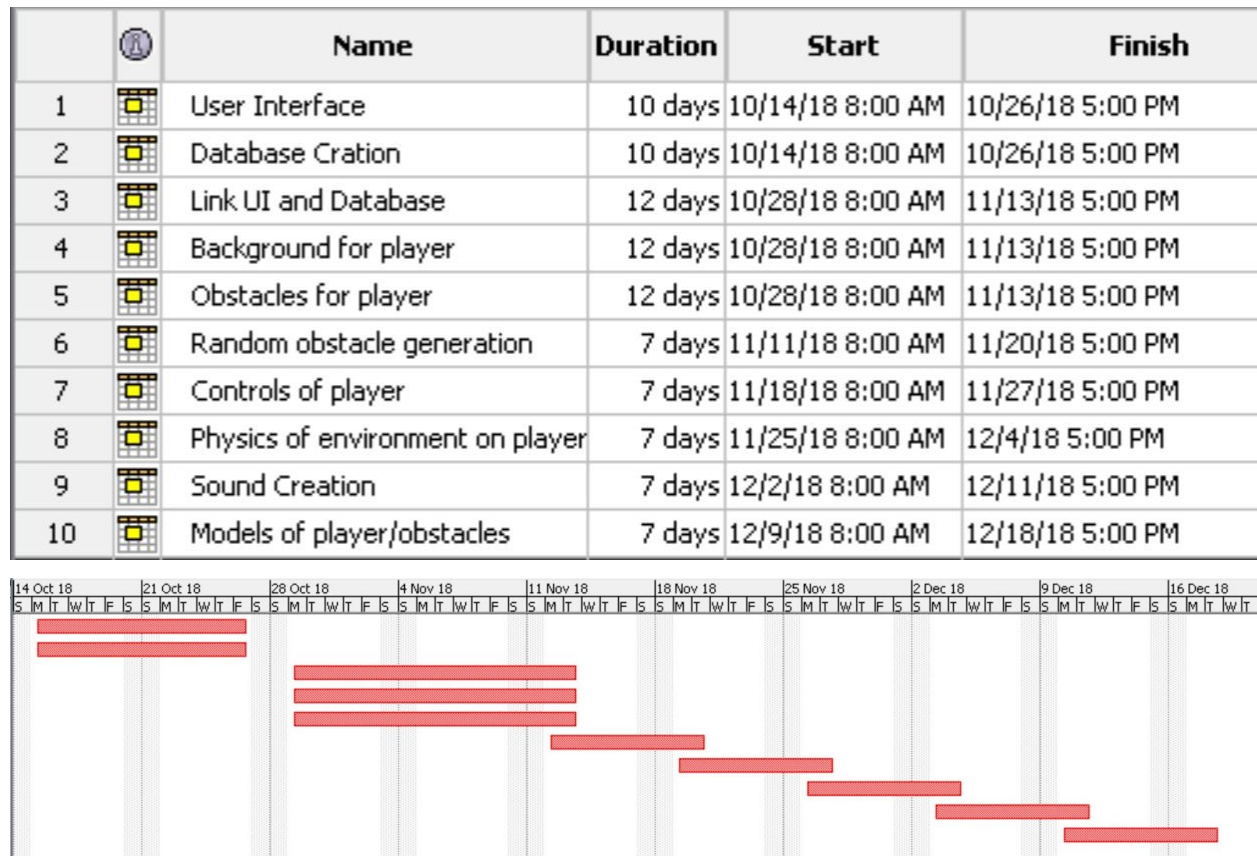
Project Plan:
- # of sprints: 8
    - Sprint 1) - DOCUMENTED IN ASANA
        - UI for login of user
        - Create Database
    - Sprint 2)
        - Background and obstacles for player
    - Sprint 3)
        - Random obstacle generation
    - Sprint 4)
        - Controls of Player
    - Sprint 5)
        - Physics of environment on player
    - Sprint 6)
        - Sound Creation
    - Sprint 7)
        - Models of players/obstacles

Plan Cycle within the Project Management Method:

Asana Screenshot:

Gantt Chart:

		Name	Duration	Start	Finish
1		User Interface	10 days	10/14/18 8:00 AM	10/26/18 5:00 PM
2		Database Cration	10 days	10/14/18 8:00 AM	10/26/18 5:00 PM
3		Link UI and Database	12 days	10/28/18 8:00 AM	11/13/18 5:00 PM
4		Background for player	12 days	10/28/18 8:00 AM	11/13/18 5:00 PM
5		Obstacles for player	12 days	10/28/18 8:00 AM	11/13/18 5:00 PM
6		Random obstacle generation	7 days	11/11/18 8:00 AM	11/20/18 5:00 PM
7		Controls of player	7 days	11/18/18 8:00 AM	11/27/18 5:00 PM
8		Physics of environment on player	7 days	11/25/18 8:00 AM	12/4/18 5:00 PM
9		Sound Creation	7 days	12/2/18 8:00 AM	12/11/18 5:00 PM
10		Models of player/obstacles	7 days	12/9/18 8:00 AM	12/18/18 5:00 PM

Agile Methodology:

Connor)
- Completed: Milestone 1
- To do: Sprint 1 : User Interface
- Obstacles: Learning curve of javascript

Adam)
- Completed: Milestone 1
- To do: Work on Database creation
- Obstacles: Never used SQL before today, never used Javascript

John)
- Completed: Milestone 1
- To do: Complete Logo / Marketing product feasibility
- Obstacles: Finding time to meet up - everyone is busy

Jason)
- Completed: Milestone 1
- To do: Code Sprint 1: Coding backend for AI In Paradise
- Obstacles: SQL learning curve

Taicheng)
- Completed: Milestone 1
- To do: Code Sprint 1: User Interface
- Obstacles: SQL learning curve

Hunter)
- Completed: Milestone 1
- To do: Code Sprint 1: Linking UI & Database
- Obstacles: Worried about getting used to Javascript, SQL

Our Agile meeting went well. The only completed thing so far is Milestone 1, and we have a solid plan going forward. Everyone has a task and a good idea of what they need to do. We have some large obstacles to overcome, but our team seems to be up to the challenge. We think that the agile methodology will be a good way for us to complete exactly what is needed and at the rate that it needs to be complete.