Sprint 4 Plan
C# Game Engine
Sharp Slugs
Revision 1
November 5, 2018

GOAL: For this sprint we want a basic camera system and physic implementation, including collision and triggers.

Task Listing:
1. As a game designer I want a serialization library so that my game may be more content-driven.
   - (8) Create a general-purpose serialization function. [Sean]
   - (8) Create a general-purpose deserialization function. [Harpreet]

2. As a game designer I want extensive documentation so I can more easily use the library.
   - (8) Finish the documentation for Andrew's code. [Andrew]
   - (8) Finish the documentation for Harpreet's code. [Harpreet]
   - (8) Finish the documentation for Sean's code. [Sean]
   - (8) Finish the documentation for Tim's code. [Tim]

3. As a game designer I want a test game included with the engine so that I can see how a game is put together in the engine.
   - (8) Create sprite objects to be used in the test game with attached physics to be used. [Andrew]
   - (5) Create control scheme for the game. [Harpreet]
   - (3) Create basic art for the game. [Andrew]
   - (3) Set up camera system for game. [Tim]
   - (5) Create map to play the game on. [Tim]
   - (3) Create win/lose conditions for the game. [Tim]

4. As a game designer I want the code to have the same style format so that it's easier to read.
   - (5) Create a style to follow for the code for editing purposes. [Sean]
   - (5) Edit Andrew's code to style.
   - (5) Edit Harpreet's code to style.
   - (5) Edit Sean's code to style.
   - (5) Edit Tim's code to style.

Team Roles:
Sean Riley: Product Owner, Developer, Programmer
Harpreet Singh: Scrum Master, Developer, Programmer
Andrew Purcell: Developer, Programmer
Timothy Su: Developer, Programmer

Initial task assignment:
Sean Riley (26)
- Story 1
    - Task 1
- Story 2
    - Task 3
- Story 4
    - Task 1
    - Task 4

Harpreet Singh (26)
- Story 1
    - Task 1
- Story 2
    - Task 2
- Story 3
    - Task 2
- Story 4
    - Task 3

Andrew Purcell (24)
- Story 2
    - Task 3
- Story 3
    - Task 1
    - Task 3
- Story 4
    - Task 2

Timothy Su (24)
- Story 2
    - Task 4
- Story 3
    - Task 4
    - Task 5
    - Task 6
- Story 4
    - Task 5