Sprint Backlog Template (Max 1 page)

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Group Name/Project Title: *Escape the Wizard's Hut* - VR Puzzle Experience
Sprint Number: 2

Planned Tasks and Features:
- Make important items snap back to their original position if the object has not moved in a certain amount of time.
- Fix the models for the potions
- Add the "mushroom wizard" to the scene
- Make a system so the wizard can give hints to the player about certain items if the item is placed on a "plate" in front of the wizard.

Current State of Features:
- Currently a script that is half-way in the works for the snap-back implementation
- Just need to add a 2nd layer for the mesh so that the inside of the potions are not see-through
- Asset pulled from the asset store
- Nothing but an idea of how to make the "plate" function

Alignment with Team Goals:
These tasks align with the team goals to incorporate a compelling surrounding area for the player to explore and interact with. This also allows for the continuation of the functionality of the escape room.

Anticipated Challenges:
I anticipate that having the items snap back to their previous position will be difficult as I have already had issues in trying to implement that functionality. Having multiple audio prompts for the wizard might cause issues as well.