Game Outline:

Racoon Robber is a 2D action maze style video game where the player controls the *“SFU Racoon”* character; a hungry burnaby-mountain racoon who must raid all the garbage cans he can find in order to satisfy his hunger and gain points. However, this adventure is not without risk, SFU racoon must avoid cardboard box traps as well as fellow humans patrolling the campus. On top of this the player’s points or “hunger” will degrade over time.
The game takes place in an unknown room on the SFU Burnaby campus that contains several walls, a couple of rooms, and some obstacles such as tables or vending machines.
During gameplay SFU racoon should watch for the infamous *“Red Dress Racoon,”* a racoon who SFU racoon would very much like to ask out for a date. Red dress racoon will only appear for small periods of time but will award many bonus points if collected.

Design/Development Plan:

First scrum meeting: *February 17th, 2022*

- Plan workflow and work allocation
- Review phase 1 work and create outline

Ryan: Map, game class/game loop + associated sprites
Alex: Subjects (player/enemy) + associated sprites
Daniel: items + associated sprites
David: scoring system

Discord work meeting: *February 21st-23rd, 2022*
Work together to sort out any problems we are experiencing with our work allocation early on.

Second scrum meeting: *February 24th, 2022*

- Review work done so far
- Examine/fix any large bugs
- Implement finer details
- Implement any additional features thought of from previous week

Each team member should refine the areas they were working on last week, however we should do some more pair programming during this week since all components will be connected at this point and we will need to ensure proper compatibility.

Third scrum meeting: *March 3rd, 2022*

- Game should be completed by now
- Do thorough testing
- Implement any additional features thought of from previous week

At this point the game should be refined and free of bugs. Any additional features thought of from the previous week should be small enough to plan/design and implement quickly and safely.