**3D Sidescroller Backlog - HappyPantz LLC - 2016**

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**Sprint 1: 07/31 - 08/06**

Joe:

-Make asteroids travel in more interesting directions

-Make asteroids bounce off each other

-Implement ship/asteroid collision detection

Chase:

-Create basic main menu screen

-Link New Game button to Joe’s scene

-Link Quit Game button to quit application

Zack:

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**Sprint 2: 08/07 - 08/13**

Joe:

-Fix ship partition bug and push

-Destroy ship/restart game on collision

-3D paper airplane model

-3D wad of paper model (asteroids)

-Folding animation

Chase:

-Change UI to paper theme

-Make HUD

-Make retry/score menu

-Make settings menu

-Animate menu

-Music

-Backlog

Zack:

-Game score mechanic

-Animate the background

-Difficulty increase on score

-asteroids spawn faster

-asteroids move faster