**ENG100 Gaming for the Greater Good**

**Group Name:\_\_\_\_\_Facemash\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Timebox Agreement: A B (circle one)**

Start Date/Time of timebox: \_\_\_\_\_\_\_\_\_\_\_\_\_\_November 9th\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

End Date/Time of timebox: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_November 22nd\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| Short Name  (of functionality) | Description  (of functionality) | Assigned to | Notes |
| Main Menu Implementation | Utilize the developed layout system to develop a rough, working main menu. | Jack and Caleb | Include graphics. |
| Options Menu | Utilize the slider widgets to design and develop settings for the game | Jack and Caleb | Needed for the settings. |
| About Menu | Design and develop an about menu for the game. | Jack and Caleb | Shows our purpose, gives our names, etc, etc. |
| Learn Mode Prototype | Have a rough version of the learning mode ready. Includes overlays and explanations for playing the game. | Ryan and David | A rough, usable version of the learn mode implemented. |
| Play Mode V2 | Improve and feature/UI finalize the play mode of the game. | Ryan and David | Should be much closer to the final play mode. |
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