**ENG100 Gaming for the Greater Good**

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

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

Start Date/Time of timebox: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_October 28th\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

End Date/Time of timebox: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_November 8th\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| Short Name  (of functionality) | Description  (of functionality) | Assigned to | Notes |
| Layout System | Layout system for buttons, hover states, etc. | Jack and Caleb | Needed for the menu. |
| Sliders for Layout System | Design and develop sliders that’ll adjust setting for the game. | Jack and Caleb | Needed for the settings. |
| Buttons: hover states, clicked states, etc. | Write code for a standardized button items for the menu. | Jack and Caleb | Must take image filenames as arguments: hoverImg, normalImg, clickedImg |
| Play Mode Prototype | Have a playable version of play mode finished. | Ryan and David | A rough, playable version of the play mode implemented. |
| Alpha Layers | Have semi-transparent images be displayed on a pygame surface. | Jack and Caleb | Images must be able to let the background video through. |
| Facial Expression Definitions | Build the definitions of what each facial expression can be defined as in regard to different points that can be tracked on the face. | Ryan and David | Define and code functions to recognize a facial expression. |
| Play User Interface | Design and implement the basic user interface for the play mode. | Ryan and David | Include score counter, row of emotions to be expressed, and time left in the level. |
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