Sprint #: 1
Game Name: Bomberman
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Work Completed Summary
- Found Unity project of working single player Bomberman
- Added missing features to Unity Project such as win/lose scenario and some features necessary for future multiplayer
    - Created game over and win scenario with a UI overlay to reset the game
    - Created a method to keep track of which player Bomberman set off an explosion and should score points for future implementation of multiplayer

Actions to start doing:
- Finish updating our Facebook contact information
    - While everyone is now in Facebook group dedicated to our team in 168, we're still missing some of our group member's alternative contact methods such as email and phone numbers to get in contact with members for emergency or quick questioning.
- Work distribution
    - Work on distributing work evenly so everyone has a chance to contribute to the project.

Actions to keep doing:
- Keep up regular contact through Facebook
    - The team coordinates efforts through Facebook to keep everyone up-to-date with tasks assigned and what tasks still need to be completed
- Keep meeting up on Mondays from 2:50 PM to 4:00 PM
    - This is a good method of confirming details with each other in person as well as setting the goals for everyone for the rest of the week
- Keep updating Trello
    - This is another method we use to keep track of tasks completed as well as tasks we need to complete and who is working on them.

Challenges:
- Establishing more group hours
    - We all have very different schedules so establishing meetings outside of the Monday meeting time and the allotted Wednesday class time where we can all meet up is difficult. We may have to do segmented meetings.
- Working with git
    - While many of us have used git, there are still some issues for us handling merge conflicts and gitignore issues.

Technical Plans

We do not have the exact details for the next milestone, but we do know we will eventually have to implement multiplayer. With that in mind, our plans include creating multiple players in the game field that can interact with each other and score points. So far we have a point scoring mechanism and much of what of the code for the single player should be applicable to subsequent player's.

We also plan to refining and adding some game play element. This includes: limiting the amount of bombs a player can plant on the field at a time, adding a score display, and giving bombs collision boxes that does not push the player against the walls.

The only bug we have encountered so far is the issues with git and metafiles. This seems to be related to our gitignore.