SPRINT 3 Plan
Estimations in fibonacci numbers representing time/difficulty are listed in brackets
The tasks are divided by color for each group member
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As a child, I want to see colorful animations on story pages so I always know what to do and don't lose interest.
- Tasks
    - Gather animations from the web **(2)**
    - Edit graphics size, speed, positioning **(5)**
    - Place animations into the correct story **(1)**
- Acceptance Criteria
    - Graphics show up in the same place through each iteration
    - Graphics do not slow down the app
    - When clicked, graphics do what they are expected to do

As a child, I want a friendly voice to guide me through the game so I know what options I have.
- Tasks
    - Record story options with professional voice recorder **(2)**
    - Edit the voice recordings into separate files **(2)**
    - Sync recordings with text on pages **(3)**
- Acceptance Criteria
    - Ensure voice recordings/files do not affect app performance
    - Ensure all text is synced with voice recordings
    - Ensure that voice recordings are unaffected by clicking on images or other parts of the game

As a child, I want to listen to sound effects so I can feel more immersed in the story.
- Tasks
    - Find sound effects and a song that thematically fits the game **(3)**
    - Sync the sound effects with the pages **(5)**
    - Make the graphics play the sound effect when clicked **(3)**
- Acceptance Criteria
    - Sound effects are about the same volume level
    - All graphics that should make a sound make one
    - All sound effects are friendly and not scary
    - Sound effects are repeated when a graphic is clicked more than once

- - Sound effects do not carry when page changes

As a child, I want to be able to mute the game if I want to play quietly
- Tasks
    - Create a clearly visible mute button **(2)**
    - Make the mute button toggle narration and sound effects on/off **(2)**
    - Change the mute button graphic to represent currently muted status **(2)**
- Acceptance Criteria
    - The mute button graphic maintains on all pages
    - When the mute button is pressed, it always changes state
    - Voice narration and sound effects are all affected on every page
    - The mute button does not overlap with any other clickable element

As a child, I want to interact with my result so I can get a better idea of how fun these careers can be.
- Tasks
    - Make elements on each end page interactive, animating on touch **(5)**
    - The background page changes or has graphics appear within it **(5)**
- Acceptance Criteria
    - Every end page has a changeable state
    - "Surprise" graphics fit the theme of the career and are not frightening
    - Avatars do not interfere on end page

As a child, I want to see children dressed up in costumes/uniforms that represent possible careers so I can imagine myself in their shoes.
- Tasks
    - Get pictures of proper professional uniforms/outfits **(2)**
    - Place the heads of the avatars onto the outfits **(3)**
    - Place the combined avatar/outfit image onto the end pages **(3)**
- Acceptance Criteria
    - Every career has an end page with the proper career representation
    - The combined avatar/outfit images clearly show the proper profession
    - None of the combined images conflict with backgrounds, graphics, buttons

As an admin, I want to be able to run tests on the program without clicking through the game.
- Tasks
    - Explore possible testing frameworks like JUnit **(2)**
    - Integrate testing framework with Github **(1)**

- ○ Test the disclaimer page **(1)**
- ○ Test clicking on objects **(1)**
- ○ Test avatars **(1)**
- ○ Test mute button **(1)**
- ○ Test end pages **(1)**
- ● Acceptance Criteria
  - ○ Testing framework is the correct tool for the project
  - ○ All above elements load correctly and function properly according to the acceptance criteria

As a parent, I want to be sure there is no advertising or harmful material in the game so I can leave my child unattended.
- ● Tasks
  - ○ Write disclaimer page **(1)**
  - ○ Place the disclaimer page in the app description on the Play store **(1)**
  - ○ Put developers names/information onto the page **(1)**
- ● Acceptance Criteria
  - ○ Page clearly states that this game is safe and meant for children
  - ○ Page is placed on the store page so it is obvious where to find it