**Collaboration Plan**

Plan: (For the Discovery milestone submission, 3-5 sentences explaining how your team plans to work together, distribute work, and split up milestones. If you are using a specific version control method, please mention that as well.)

(In subsequent milestone submissions, please add bullet point updates on each team member’s contributions and 1-2 sentences reflecting on your experience working as a team so far, including whether or not there were any changes to your initial plans.)

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Our group plans to split up the work into 4 main categories, with each member of the group taking on a primary category and a secondary category. Of course, we plan to work on all four categories and all parts of the game, but this way, we will keep work evenly distributed and ensure each member has a part of the game they feel primarily responsible for. We have split up milestones into 5 milestones, consisting of the opening sequence & basic functionality components, the first level, the second level, the third level, and the final game. In addition, we will aim to meet once every week, sometimes more to share progress, difficulties, etc. and ensure we are working towards completion of our game.

3 MVP Levels

1. Ancient Egypt
2. Greece
3. Boston Tea Party
4. Distribution of work
   1. Opening / ending sequence
      1. Abhee
      2. Lisa
      3. Advaith
   2. Health System and Score System
      1. Abhee
      2. Advaith
   3. Art / assets
      1. Lisa
      2. Asmita
      3. Ruo(Rudy)
   4. AI logic / enemies
      1. Rudy
      2. Asmita
5. Project milestones
   1. Having the opening sequence completed + basic functionality
   2. 1 fully finished level
   3. 2 fully finished levels
   4. 3 fully finished levels
   5. Polished game

Contribution of work so far:

Asmita: Egypt artwork for map and enemy, spikes enemy

Lisa: Egypt artwork, 2 level map building, enemy logic

Abhee: 2 level Map building, 2 enemies, health system, player attack technique

Advaith: 2 level Map building, player, player attack technique

Rudy: Menu page, level change map element

We had great experience working as a team. We had reasonable distribution of work and everyone contributed to the project so far.

Changes to initial plan:

1.Might experiment with opening sequence to see feasibility of the plan