

[illegible]

Release 1					
Priority	Feature	Tasks	User	I want...	Status
	Minimal storyboard	Specifc interaction flows/details		Start, Select Level (unlock as you go), Map+controls, Snake selection, play (better time representation on map), rewinding everytime a snake finishes	
		Narrative		- Tutorial levels should tell some instructional story (ie. after one snake finishes, "congrats, now let's go back and send another")/ these disappear after tutorial level.	
		Define look/feel/scope of controls		select a snake (visually show length, initPosition), flashes snake position/direction(flash of an arrow?) on map, FOR THIS RELEASE JUST ALLOW USER CONTROLS FOR SELECTING SNAKE & MOVING SNAKES	
		Map/Snake representations - start, end, shadow, current snakes / wormholes / timer etc		Start will be indicated by flashing snake head (upon toggling through different snakes), end will be indicated by colored tiled of the same color as snake (with tutorial text the first level "get to blue tile" or whatever), for now current and past snakes are still differentiated by opacity, no wormhole for now.	
	Baseline assets	placeholder snake head			in Arts folder in Unity
		placeholder snake body			in Arts folder in Unity
		placeholder snake tail			in Arts folder in Unity
		placeholder obstacle			in Arts folder in Unity
		placeholder tile			
		concept art		Randi and Nayeon will make multiple versions to - iterate over for Release 2: patterned tiles based on theme of set of levels (ie grass, mud, whatever), snakes (current and past) etc, see Art Design doc	
	Architecture and skeleton code, interfaces defined, specs laid out	Maps			
		Snakes			
		Game loop			
		Game Object			
		Goal			

Release 2					
Priority	Feature	Tasks	User	I want...	Status
	First version art	Nayeon and Randi 2-3 sample asset sets that include tile, snake on tile, wall objects, goal position, past snakes			

	Not started	Currently working on	Needs Polish	Done	
Task	Subtasks	Team member	(Orig. time est. (hrs)	Time elapsed	New Estimate
All the code more or less connected					
	UI instantiates GameLoop	RC			
	GameLoop instantiates level and draw functions	JB			
	On game over, UI panel is raised (go to next level or back to menu)	JB			
	Time is displayed in UI	The coders			
	Snake selection effectively selects correct snake, and effectively resets the snake (if the snake has already been done)	All			
	Wrap up game loop	GG/UB			
Draw snakes in proper orientation on board					
	Draw snakes	NK			
	Interface between tiles and snakes	RC/NK			
	Draw maps snake positions to sprites	NK			
	Struct for getting from snake positions to orientations (snake side)	GG			
	Interpretation of above struct (draw side)	NK			
	Blushing snake sprite	RC			
Loading levels					
	Agreement upon text file framework for levels	FM			
	Implement text file framework with one static level in GameLoop	FM			
One working working level					
	One level written in agreed upon framework				
	User feedback for collisions				
	User feedback for victory				
	User feedback for reversing time				
	Resetting the level is possible				

	Not started	Currently working on	Needs Polish	Done	
Task Priority	Subtasks	Team member	Orig. time est. (hrs)	Time elapsed	New Estimate
Make the snakes sprites					
	1 Create map function of snake positions at time to snake sprite and orientation	JB		done	
	1 Based on above function, display actual sprites	RC?		done	
Usability					
	3 Time clicking forward when the snakes get to the end, then display the menu	JB/GG		done	
	3 Time reversing on a timer when snakes reach the exit but the game isn't complete	JB		done	
	3 Time reversing on crash	JB/GG		done	
	4 Clear feedback on where a crash happens (after the change to sprites)	NK		done	
	2 A more obvious switch from one snake to another (maybe changing the color of the game), or at least some idea generation on how to do it	RC/GG		done	
	1 Somehow figure out if there is a dead end, crash if so	FM		done	
	1 Reset level button	RC		done	
	1 Collision Feedback	NK		done	
Polish					
	5 Stop keystrokes from bubbling up to the snake selection panel (if you hit left or right, sometimes, one of your snake buttons will change to highlighted)	RC		done	
	5 Menu to nowhere after last level	RC		done	
	4 Improved completion sprites (the star isn't completely clear)	RC		done	
	4 Differentiation between goal and snake (should be handled automatically with sprites)	RC		done	
Audio					

	Snake movement	FM/RC		done	
	Snake collisions	FM/RC		done	
	Level win	FM/RC		done	
	Button presses	FM/RC			
	Time reversal	FM/RC			
Bug Reports					
	DrawMap reports incorrect headings for sprites	NK		done	
	When switching snakes, still see only old start pos	GG		done	
	obstacles gone	RC		done	
	goals rendering above snakes	RC		done	
	Snakes going into goals wrong	GG		done	
	back disables selection (should do it on position r	GG		done	