Assignment 3: User Stories

1. User Story: Spike - As a development team, we will download the latest version of Unity with long term support along with the Unity Hub.
   1. Download Unity version 2020.3.21f1.
   2. Download Unity Hub for whichever operating system we are operating.
2. User Story: Spike - As a development team, we will watch tutorial videos on how to work with Unity to be more familiar with the game engine.
   1. Research videos through YouTube and view tutorials on how to create games in Unity.
3. User Story: Spike - As a development team, we will figure out a way to share our Unity files.
   1. Research how Azure works alongside Unity.
4. User Story: Spike - As a development team, we will explore and understand how to use Unity's collaboration features.
   1. Research alternative ways to file share in case Unity does not offer free collaboration services.
5. User Story: Spike - As a development team, we will figure out how databases work within Unity and how we can implement one.
   1. Find either videos or articles explaining how to implement a database within Unity.
6. User Story: As a development team, we will create the Unity project and ensure that we all can connect to it.
   1. Have someone clone the repository, create the project within that cloned repository, and commit it, so that we all have access to the project.
7. User Story: As a development team, we will create an organizational structure for our levels, character sprites, and other essential items to ensure we keep our project as organized as possible.
   1. Create folder system for each individual item such level layouts and character sprites.
8. User Story: As a development team, we will make sure we have Unity connected to Visual Studio to allow us to use VS as an IDE
   1. Make sure Visual Studio is connected to Unity by checking C# scripts on Unity.
   2. Otherwise, configure settings in Unity to open Visual Studio.
9. User Story: As a development team, we will research a way to create branches in Unity so each person can work on the project and merge their code without any issues.
   1. We will check to see if we can use prefabs as an option for creating branches.
   2. Research other ways to commit separate branches together within a Unity project.