

Sprint 2 Artifacts:

1. Sprint 2: GitHub link for Sprint Release
 - a. Overview: A fully updated GitHub repository link submitted to Canvas with a timestamp close to the Sprint 2 deadline. Clear and consistent commit history showing progress across development areas.
 - b. Tasks:
 - i. Review the repository to ensure all files, commits, and branches are correctly named and structured.
 - ii. Merge any relevant feature branches into the main branch once reviewed and tested.
 - iii. Confirm that all updates (e.g., title screen assets, placeholder assets, music files, dialogue scripts, and mockups) are committed with clear commit messages.
 - iv. Re-submit the GitHub repository link on Canvas under the correct “Sprint 2” assignment page before the due date.
 - c. Success when: Repository contains all Sprint 2 deliverables in appropriate folders
2. Keep GitHub up to date for sprint 2 submission
 - a. Ensure that GitHub is ready to submit by always uploading the latest documents and code. Ensure that GitHub has all sprint 2 deliverables before submission.
3. Make title screen
 - a. Overview: Create a visually appealing title screen that includes the game title “Internstellar”, background art, and a functional layout for potential UI elements (e.g., Start, Options, Exit buttons).
 - b. Tasks:
 - i. Ensure design aligns with the overall space-themed aesthetic of the game.
 - ii. Document design choices (font, color palette, layout inspiration) in the GitHub documents/ folder.
4. Find placeholder assets
 - a. Overview: These placeholders will include basic backgrounds and UI elements that visually represent the intended objects and environments. This makes sure that we can continue programming and testing gameplay features without waiting for finalized art assets.
 - b. Tasks:
 - i. Research and source royalty-free or open-licensed placeholder assets (characters, backgrounds, UI elements).
 - ii. Ensure all placeholder assets are thematically appropriate and match the target pixel resolution (e.g., 16×16, 32×32).
 - iii. Organize assets into subfolders by type in the GitHub repository
5. Make/find Music

- a. Find music assets that fit well with the theme of the game. These do not need to be the final music that is used in the game, but will help during development.
 - b. Save music into the GitHub so it is ready for when it's time to implement music into the game.
6. Make/find sound effects
 - a. Overview: Find and prepare background music that complements the game's mood and theme for use during development.
 - b. Tasks:
 - i. Find sound effects that will fit well with the theme of the game. These do not need to be the final sound effects that are used in the game, but will help during development.
 - ii. Save sound effects into the GitHub so they are ready when it's time for them to be implemented into the game.
7. Make the game character sprite
 - a. Overview: Design and develop the game's main character sprite to establish the visual identity of the player character.
 - b. Tasks:
 - i. Sketch concept art for the main character to determine visual style.
 - ii. Digitally draw and refine the sprite to match the chosen pixel resolution (16x16, 32x32, or 64x64).
 - iii. Create a sprite sheet with basic animation frames (idle, walking, interacting).
8. Create dialogues for the opening scene
 - a. Overview: Write dialogue branches that the characters are going to say during the opening scene. This will outline the scene when the player starts the game. The same design and logic will be used when implementing dialogue elsewhere in the game.
 - b. Tasks:
 - i. Save this in a consistent and easy-to-access location so it can be implemented in the game smoothly.
9. Make room layout mockups
 - a. Overview: Design visual mockups for game rooms or levels to plan the placement of interactive objects and player movement paths. These mock-ups will give a clear visual reference for us to understand how the environment will look and function in the final version.
 - b. Tasks:
 - i. Create digital sketches of each room layout (e.g., player spawn area, laboratory, hallway).
 - ii. Identify locations of interactive elements, NPCs, and objects within each room.