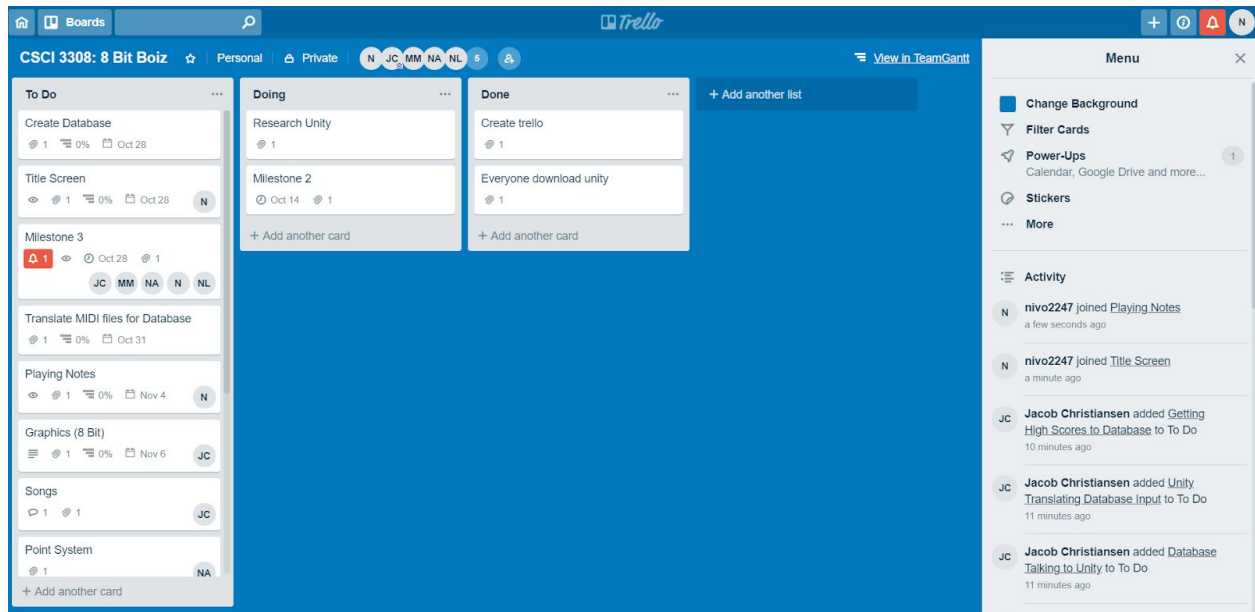
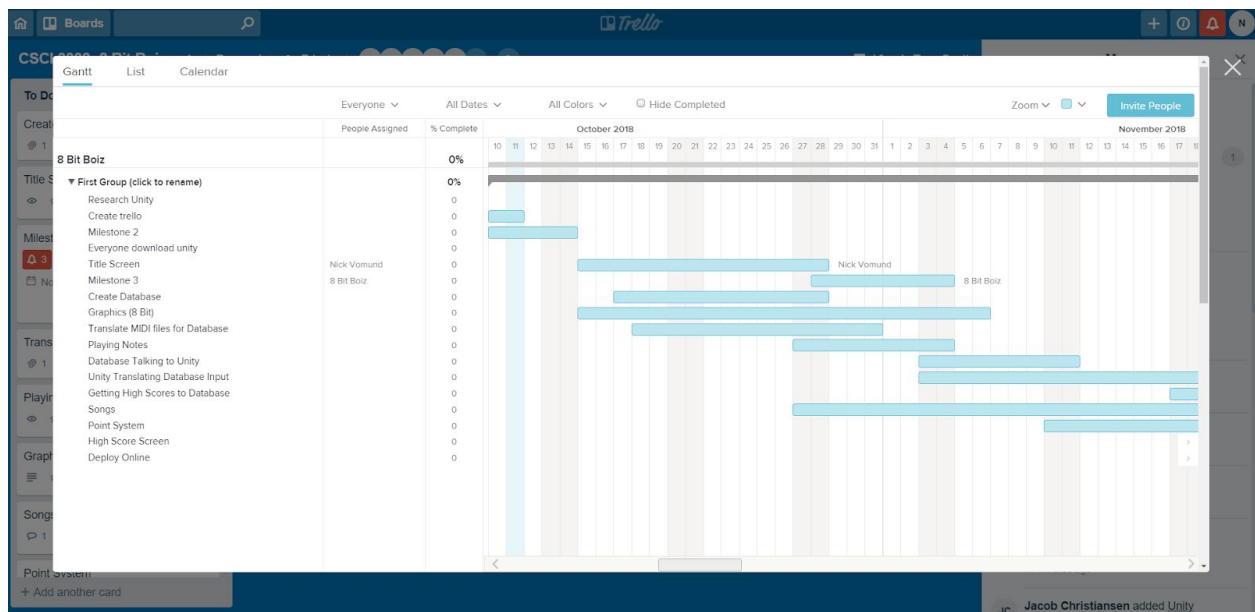


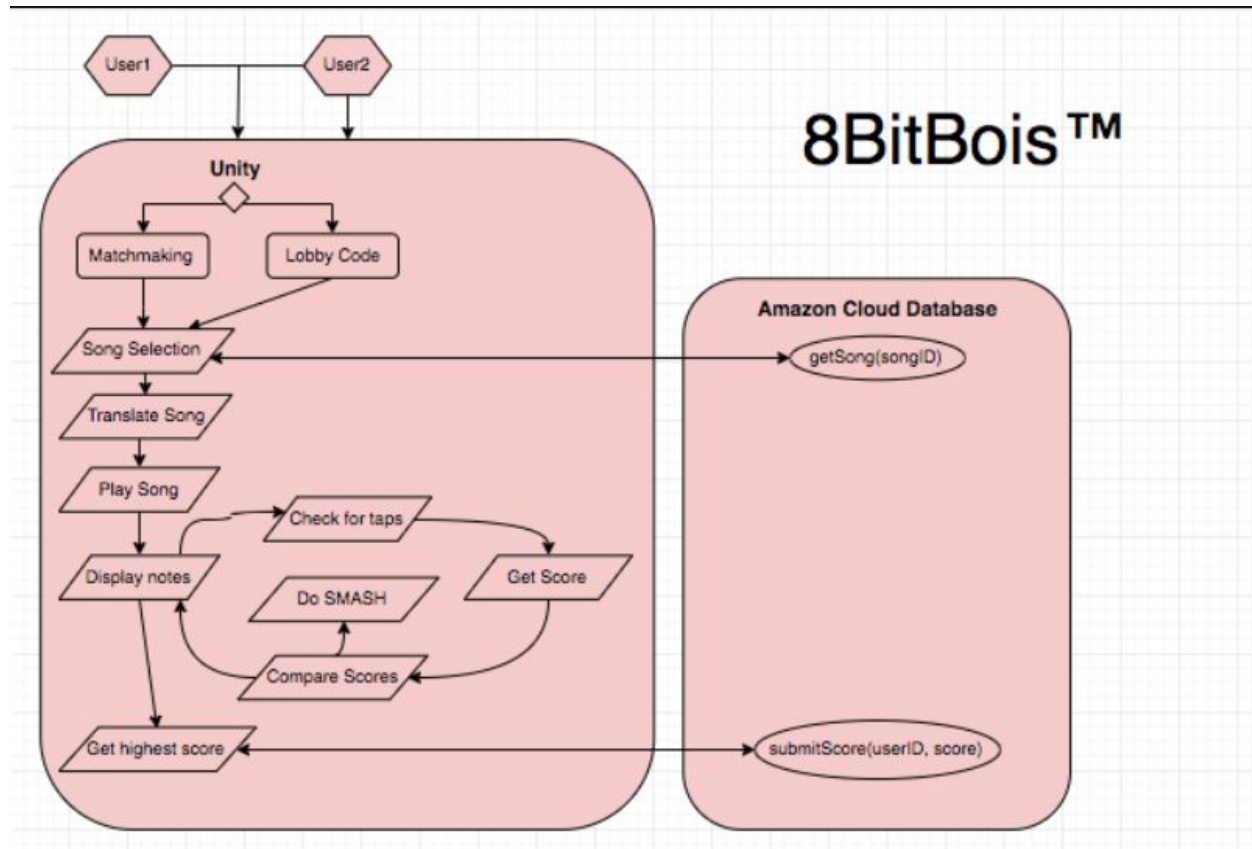
Milestone Two

Project Management Tool:
Trello



Plan Cycle within the Project Management Method:
We used a Gantt chart linked to our Kanban Board





Agile Methodology:

At our agile scrum meeting, we talked about the work that each of us had gotten done and the work we need to get done before the next meeting. Basically, all of us need to learn Unity since it is our primary interface for our application. We broke up the tasks of making a title screen, translating our midi files to be used by our application, and setting up our database among the team and assigned due dates for each. Right now most of us have the roadblock of not having much experience with Unity or databases so we all need to become more accustomed with each to complete our tasks before the next scrum.

During our retrospective sprint meeting, we discussed what we got done during the last sprint and what we need to change before our next sprint. We did not get any implementation of application done during this sprint but we all worked on the project plan and deadlines we need to set for the upcoming sprints. For the next sprint, we will start our implementation and do our best to get everything done by the due dates we assigned.

Project Requirements:

- Create Database: This database will be used to store player high scores and song information
- Create Title Screen: Play game, when this is selected, ask the user for a username to store their high score under. In the future, this screen may have a difficulty selection.
- Translate MIDI files for Database: Be able to translate MIDI files to a readable form so the player can know when to hit each note
- Playing Notes: Get keyboard input, play the corresponding drum
- Graphics (8bit) - Design all the graphics needed for the game, all in 8bit. The first step is to sketch our ideas out for how the game should look
- Songs: Collect midi files for songs, make sure all of them work properly with our converter
- Point System: Get points for hitting a correct note, lose points for missing or incorrect notes
- High Score Screen: Show the highest scores along with the user that achieved them
- Deploy Online: Take the game to the cloud so it can be played online
- Database Talking to Unity: Let unity send high scores to the database and also be retrieved
- Getting High Scores to Database - having Unity talk to our database, and our database talk to unity, with the high scores