**Game Description:**

A game inspired by Zelda in an open world setting, with entrances to new worlds.

May contain sword fighting, monsters and possibly quests.

**Working Agreement:**

**Github:** [Link](https://github.com/onero/GameCompetition1)

We will work from a development branch (branched from master) and individual branches from the development branch.

We will commit with useful comments (containing descriptions of our commit).

**Workflow:**

We will use SCRUM for the project to agree on and to delegate assignments.

When we code we will remember Javadoc and make use of good naming conventions.

We will work on one task at the time in our sprints.

**Attendance:**

Every day 9-13:30

**Milestones:**

Mandag: Finish brainstorm, find worktools, startup project

Tirsdag: Alpha version - with basic design created,

Onsdag: Beta version - Basic features implemented like Boss class, Weapon class and the likes,

Torsdag: Release Candidate – Game in as closed to finished state as possible, Refactoring

Fredag: Go over game and create presentation, Present