

			Team's Final Bucket Assignments				
Story No.	Story Points	Summary (25-50 words)	1	2	3	4	5
1	2	The overall Graphical User Interface of our game. This would entail designing the menu to look modern and clean, and also formatting the menu to work with code.	2	2	2	3	3
2	8	The animations for characters and objects inside of the game. Includes drawing movement frames for established characters and objects, and as well as any menu/button animations that would heighten the user experience.	13	8	8	5	5
3	8	The initial or stationary art for characters, objects, or other GUI features that will be implemented with the Godot engine. Would involve creating design sheets for characters and the different views they can have within the game.	8	5	8	5	8
4	3	The overall character design not relating to art. This includes the characters' personality, characteristics, and other properties about the characters that would affect the overall story or game state.	3	3	3	3	3
5	2	The updating online list of scores achieved by players of the game. Will take into account factors like solo vs multiplayer and will display details such as custom usernames and time as well as an arbitrary point score.	3	2	1	2	2
6	5	The written narrative and overarching storytelling themes associated with the progression through the game. Includes the premise of the world and motivations of the playable characters and NPCs, the possible outcomes of in-game decisions, and any dialogue that comes up through the course of play.	5	3	5	5	2
7	5	The sound design of the game. Includes both background and active music, sound effects, and narration of dialogue / voiceover, as well as the mixing of these elements to create an immersive atmosphere.	5	5	3	1	8
8	3	The setting through which the game advances. Requires a 2D overhead map that contains a series of 'nodes' that are tied to a series of interactable, individually-loaded levels within which players can interact with each other and experience the game's primary challenges	2	5	2	3	5
9	13	The artificial intelligence system for the game. This will include various aspects such as controlling the behavior of enemies, possible obstacles, and other aspects not directly controlled by the user. Additionally, RNG aspects to make each game unique will also need to be added.	13	13	13	13	13

10	13	Netcode will need to be researched and implemented to control various synchornization aspects for the game as multiple users may be providing input at the same time. Server and user synchronization will have to be resolved in these scenarios to resolve delay and other issues.	13	13	13	13	13
11	1	Administrative duties for the project include setting up our git repository, discord servers and other possible systems for communciation/project management. Additionally discussing schedules to set up regular meetings is also part of this requirement.	2	1	1	1	2
12	8	Research aspect of this project will include: How will multiplayer even be possible (Netco), if we were to use a console, how would we handle multiple inputs (PI plus controllers?), also since we are unfamiliar with creating animations, we will have to start from scratch.	8	8	8	8	8
13	2	Since we plan on hosting it online for multiplayer services, we want our website to look like more than a shell. Some styling with GODOT's webpage-specific features will help to spruce it up a bit.	3	1	2	2	2
14	5	Some customization to characters would be a way to make the game more enjoyable as well as replayable, with characters able to choose their abilities/characteristics. This idea is moreso putting more choice into the players hands.	5	3	5	5	2
15	5	This is where we work on the progression or the turn the players and ai would take. This would include actions characters and ais would do. This could also include loading screnes, story progression, and etc.	8	8	5	5	1
16	5	Need to design menu and settings for game which includes providing options for user navigation and possible customization in terms of difficulty. Also will need to design graphical interface for menu.	3	5	5	5	3
17	13	Since we are a team of 5 CS majors, we have limited experiences with embedded systems. However we plan on doing this in stages, once we have a functioning game, we will start our research and implementation of porting the game to a raspberry pi and connecting controllers to it.	13	13	13	8	13
18	3	The game needs a set of rules that the players will play off of. As we are creating a game that sort of exists it should be relatively easy to come up with the game rules.	3	2	3	3	2
19	1	Figure out the branding for the game, a cool name and logo would help make our game stand out from the rest. This also includes figuring out a team name. What will we call ourselves?	1	1	1	1	1