



## Submission Details

Team Name	Mario Party
Student Name and ID 1	Yu Ching Wong (Sunny), 24873236
Student Name and ID 2	Lewwanduuwe Dharmasena (Ruvini), 24709521
Student Name and ID 3	Shing Chung Lee, 24899940
Student Name and ID 4	Srishti Sirohi 24629178
Student Name and ID 5	Mitch Munro, 24411718
Date	February 26, 2024

## Sprint Planning Meeting

Meeting Details	
Meeting Type:	<i>In-Person</i>
Date /Time:	February 26, 2024
Attendees:	<i>Everyone</i>
Apologies:	<i>No one</i>
Meeting Summary	
What are you aiming to do this sprint?	<i>We aim to recreate level 1-1 of Super Mario Bro with most of the basic features.</i>
Who is doing what?	<p>Mitch: Player movement</p> <p>Sunny: Tile map Timer</p> <p>Ruvini: Enemy – Koopa Troopa &amp; Goomba Lives</p>



	<div>1-up</div> <div>Srishti: Coin counters Open coins</div> <div>Roy: Death logic Star and mushroom</div>
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## SCRUM Meeting 1

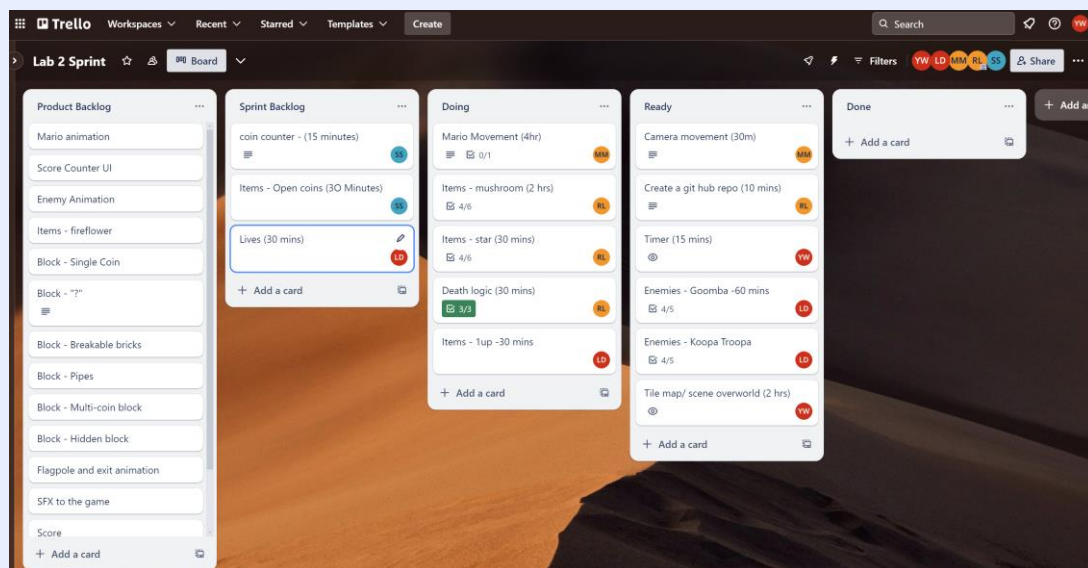
**Date:** February 28

**Time:** 17:30

**Apologies:** No one

**Present:** Everyone

**Executive Summary:** Mitch did camera movement, player controller, and game manager script. Mitch will work on jump height variable and polish character movement. Sunny did countdown timer and tile map. She will work on flagpole and exit animation next. Ruvini did enemies, 1-up mushroom, and mystery box logic. She will work on lives next. Srishti did coins movement and had some issues with GitHub. She will work on the coin counter next and polish the movements of the coin collision with the player. Roy did death logic, item star, and item mushroom. He will work on Mario animation and merge branches plus testing.



## SCRUM Meeting 2

**Date:** March 01

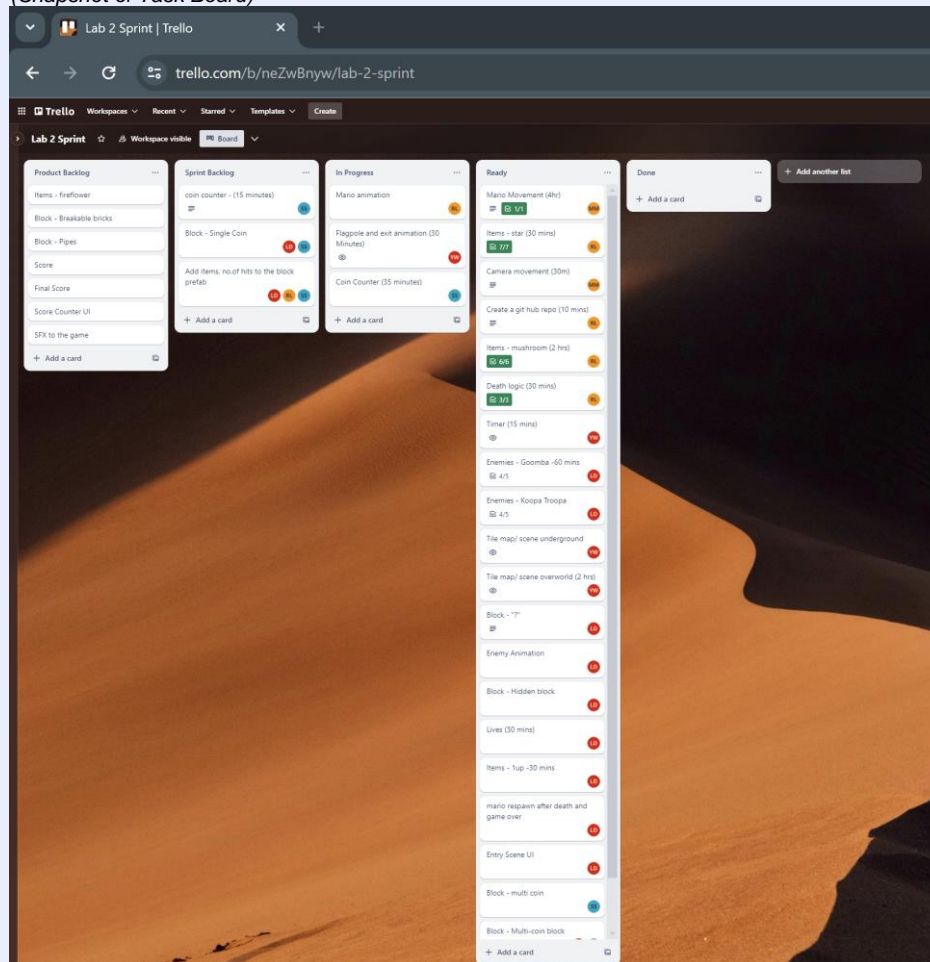
**Time:** 17:30-18:30

**Apologies:** None

**Present:** Everyone

**Executive Summary:** Mitch polished Mario's jump. He will continue to work on player movement and integrate it to the scene. Sunny did the flag animation. She will continue to work on the mario movement on the exit scene and background music. Ruvini did the Entry UI, blocks and block hit logic & font and the lives logic. She tried using playerPreferences and didn't work for resetting scene after death. Ruvini will work on the in-game UI during the game. Srishti did the multiple coin blocks. She will keep working on linking the coin counter to the UI and add sound effects. Roy did Mario animation. He will polish the animation and combine all member's part. He will also be the one to submit the project.

(Snapshot of Task Board)



## Version Control

```
> git log --pretty=format:"%d %an, %ai : %s - %h" --graph --decorate --abbrev-commit --all > log.txt

* (refs/stash) shingchunglee, 2024-03-03 19:02:42 +1100 : On rel: Auto-stashing changes for dev - bf54207
| \
| * shingchunglee, 2024-03-03 19:02:42 +1100 : index on rel: 1b8abc2 Merge branch 'revert-canvas-anchors' into rel - a7a8c84
| /
| * shingchunglee, 2024-03-03 19:00:54 +1100 : Merge branch 'revert-canvas-anchors' into rel - 1b8abc2
| \
| * (HEAD -> dev2, origin/revert-canvas-anchors, origin/dev2, revert-canvas-anchors) shingchunglee, 2024-03-03 18:47:19 +1100 : conflict orig file - 2ea85e5
| * shingchunglee, 2024-03-03 18:46:49 +1100 : Merge branch 'Feat/FlagPoleExit' into rel - 8990f3b
| | \
| * | (rel, dev) shingchunglee, 2024-03-03 18:54:01 +1100 : Revert "canvas anchors and mario layer adjustment" - 75d68db
| * | (origin/dev) Sunny Wong, 2024-03-03 18:25:36 +1100 : Revert "Merge branch 'Feat/FlagPoleExit' into dev" - a02e455
| * | Sunny Wong, 2024-03-03 17:41:16 +1100 : Merge branch 'Feat/FlagPoleExit' into dev - ae2d22a
| \ \
| | /
| | /
| | /
| | \
| * (origin/Feat/FlagPoleExit, Feat/FlagPoleExit) Sunny Wong, 2024-03-03 17:28:44 +1100 : Fix Flag animation + load enter game - 3f92224
| * | RuviniDharmasena, 2024-03-03 16:46:04 +1100 : canvas anchors and mario layer adjustment - fd0b6b8
| * | MitchMunro, 2024-03-03 16:00:14 +1100 : small changes - f4a5c36
| * | MitchMunro, 2024-03-03 15:33:14 +1100 : Merge branch 'dev' of https://github.com/shingchunglee/GDS-Mario into dev - e522348
| \ \
| * \ (origin/dev-before-disaster, dev-before-disaster) shingchunglee, 2024-03-03 14:18:02 +1100 : Merge branch 'Assigned-Items' into rel - f4e3742
| | \
| | * | (origin/Assigned-Items, Assigned-Items) Srish070707, 2024-03-03 14:17:05 +1100 : Updated changes - 7acbdbb
| * | shingchunglee, 2024-03-03 14:07:15 +1100 : Merge branch 'fix/invincible-state-collisions' into rel - 7b6b269
| | \ \
| | * | | (origin/fix/invincible-state-collisions, fix/invincible-state-collisions) shingchunglee, 2024-03-03 14:05:49 +1100 : fix: update invincible power up state collisions with goomba and koopa - b607fdc
| * | | MitchMunro, 2024-03-03 15:31:24 +1100 : Bug fixes, fixed death/game over screen overlay, and added death SFX - f9e04dd
| / / /
| * | | MitchMunro, 2024-03-03 13:58:21 +1100 : Merge branch 'dev' of https://github.com/shingchunglee/GDS-Mario into dev - 8e12dfc
| | |
| * | shingchunglee, 2024-03-03 13:55:38 +1100 : Merge branch 'Assigned-Items' into rel - acc3820
| | |
| | * | Srish070707, 2024-03-03 13:54:31 +1100 : placing Items - 143f740
| * | (fix/death-on-flat-goomba) shingchunglee, 2024-03-03 13:33:08 +1100 : fix: no collision on flat goomba - 59cfd63
| * | shingchunglee, 2024-03-03 13:32:48 +1100 : fix: fix mario boxcollider - 6140f2b
| * | (fix/mushroom-block-item) shingchunglee, 2024-03-03 13:31:59 +1100 : fix: update mushroom and star prefab - 53fc2a2
| * | shingchunglee, 2024-03-03 12:47:56 +1100 : fix: fix koopa shell logic - c38b649
| * | (origin/Feat/link-mario-movement-animation, Feat/link-mario-movement-animation) shingchunglee, 2024-03-03 12:38:41 +1100 : feat: link mario animation to movement - 2ac0de6
| * | shingchunglee, 2024-03-03 12:14:49 +1100 : Merge branch 'fix/Enemy-turnaround' into dev - 52cd87f
| | \ \
| | /
| | /
| | \
| * | (origin/fix/Enemy-turnaround, fix/Enemy-turnaround) shingchunglee, 2024-03-03 11:47:30 +1100 : feat: Rotate enemies on wall collide - 974b5e9
| | \
| * | MitchMunro, 2024-03-03 12:50:28 +1100 : Added game reset logic after losing a life - using scene reload - 17e7ca3
| /
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* / MitchMunro, 2024-03-03 11:55:29 +1100 : Added Frame Rate limit - 320b626
|/
* shingchunglee, 2024-03-03 11:41:31 +1100 : Update - 5289d7c
* (origin/Feat/assign) shingchunglee, 2024-03-03 11:13:54 +1100 : fix: update 1up mushroom scale - 6753828
* (Feat/assign) Sunny Wong, 2024-03-03 10:59:22 +1100 : Update Canvas - 7577c09
* Sunny Wong, 2024-03-03 10:52:53 +1100 : Fix: canvas scale with screens - ea8cc9e
* shingchunglee, 2024-03-03 10:38:54 +1100 : fix: make composite floor static - 8f7d024
* shingchunglee, 2024-03-03 10:35:17 +1100 : Merge branch 'origin/Feat/TileMap' into rel - 944a79a
| \
| * (origin/origin/Feat/TileMap, origin/Feat/TileMap) Sunny Wong, 2024-03-03 10:33:30 +1100 : Turn ground to composite collider 2D - 690c73d
* | shingchunglee, 2024-03-03 10:20:24 +1100 : update mario scale - ea172e0
* | shingchunglee, 2024-03-03 10:19:10 +1100 : Merge branch 'Feat/assign' into rel - 6a3e051
| \
| /
| /
| /
| * RuviniDharmasena, 2024-03-03 07:48:24 +1100 : assigned game objects to game manager, added the UI, enemies, 1up mushroom, empty blocks - dd7060c
* | shingchunglee, 2024-03-03 10:16:53 +1100 : Merge branch 'rel' into dev - bd2364b
| \
| /
| /
| * (origin/Feat/BgMusic, Feat/BgMusic) Sunny Wong, 2024-03-03 10:13:49 +1100 : Updated music - cb21062
* | (origin/Feat/small-jump-on-enemy, Feat/small-jump-on-enemy) shingchunglee, 2024-03-03 06:19:20 +1100 : feat: mario does small jump on stomping enemy - ef714ed
* | shingchunglee, 2024-03-03 06:18:31 +1100 : fix: fix mushroom star prefabs - 9d4237a
* | shingchunglee, 2024-03-03 06:18:05 +1100 : fix: fix star hitting ceiling - 671ccd5
* | shingchunglee, 2024-03-03 05:32:33 +1100 : add tag to koopa prefab - 88c1b4a
* | shingchunglee, 2024-03-03 05:32:04 +1100 : feat: stop player movement on death and reset level - 6db0cd4
* | (fix/Sprite-sizes) shingchunglee, 2024-03-03 05:31:19 +1100 : fix: update sprite size to 16px - 7f3d6f5
* | shingchunglee, 2024-03-03 00:14:14 +1100 : Merge branch 'Feat/Powerup-collisions' into rel - e98c818
| \
| /
| /
| * (origin/Feat/Powerup-collisions, Feat/Powerup-collisions) shingchunglee, 2024-03-03 00:10:23 +1100 : update Goomba and Koopa prefabs - 8205fe5
| * shingchunglee, 2024-03-03 00:09:51 +1100 : feat: handle collisions through powerup state - 02b4268
| * (origin/fix/big-mario-pivot, fix/big-mario-pivot) shingchunglee, 2024-03-02 17:53:45 +1100 : fix: fix big mario pivot point - c0dc667
* | Sunny Wong, 2024-03-02 23:10:43 +1100 : Added Background music - 9441c3a
* | Sunny Wong, 2024-03-02 23:03:44 +1100 : Updated Flag Animation - 9c2ecb0
* | Sunny Wong, 2024-03-02 22:56:55 +1100 : Merge branch 'origin/Feat/TileMap' into Feat/FlagPoleExit - a7c5f3b
| \
| * | Sunny Wong, 2024-03-02 22:46:54 +1100 : Update Tile map - 9ff1e9c
| /
| /
* | Sunny Wong, 2024-03-02 22:56:26 +1100 : Revert "Amended script" - d1e0b86
* | Sunny Wong, 2024-03-02 14:58:55 +1100 : Amended script - d1717c7
| /
| * (origin/Coin-Actions) Srish070707, 2024-03-02 17:33:12 +1100 : SFX - 56bbf26
| | * (origin/coinSound) RuviniDharmasena, 2024-03-02 17:32:39 +1100 : srishti's coin sfx - 80167c3
| /
| /
| * (origin/Feat/UI, Feat/UI) RuviniDharmasena, 2024-03-02 13:35:14 +1100 : created game UI prefab under prefabs - UI - cbcc542
* | RuviniDharmasena, 2024-03-02 13:27:36 +1100 : coin counter, life counter, In game UI - 8cfa808
* | shingchunglee, 2024-03-01 21:33:38 +1100 : add coins to GameManager - e2374f1
* | shingchunglee, 2024-03-01 21:33:25 +1100 : Merge branch 'Coin-Actions' into rel - d97edbb
| \
| * Srish070707, 2024-03-01 17:35:37 +1100 : Coin counter - 1st part - e3a5a2b
| * Srish070707, 2024-03-01 11:05:30 +1100 : Block Coins and Multi Coins - c176a31
| * Srish070707, 2024-02-29 01:18:29 +1100 : Coin Counter - c1f0c63
* | shingchunglee, 2024-03-01 21:20:59 +1100 : add power up state manager to mario prefab - 456a821

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* | shingchunglee, 2024-03-01 21:12:00 +1100 : update mitch scene - 991509f
* | shingchunglee, 2024-03-01 20:39:40 +1100 : update MarioAnimationController - 92d863c
* | shingchunglee, 2024-03-01 20:27:45 +1100 : save prefab (corrupted file after merge) - d8041f2
* | shingchunglee, 2024-03-01 19:52:49 +1100 : Merge branch 'Feat/blocks' into rel - c72a8e4
\\
| * | (origin/Feat/blocks, Feat/blocks) RuviniDharmasena, 2024-03-01 18:25:00 +1100 : adjusted the
enterGame scene canvas - 47dfdd4
| * | RuviniDharmasena, 2024-02-29 23:37:31 +1100 : small ui adjustments - 70cfa97
| * | RuviniDharmasena, 2024-02-29 23:30:17 +1100 : panel with lives info (3) added for the start - loading -
7780ad0
| * | RuviniDharmasena, 2024-02-29 22:55:15 +1100 : entergame script - will load next scene on build index
- 1675888
| * | RuviniDharmasena, 2024-02-29 22:37:50 +1100 : creating the enter screen scene - fa889c9
| * | RuviniDharmasena, 2024-02-29 21:29:08 +1100 : mario gets respawned at the start but
enemies/powerups not reset - 1bdf3aa
| * | RuviniDharmasena, 2024-02-29 20:11:02 +1100 : reduces lives when an enemy collides - 260ac69
| * | RuviniDharmasena, 2024-02-29 13:26:37 +1100 : testing losing a life - 6d5b14a
| * | RuviniDharmasena, 2024-02-29 11:29:22 +1100 : re-added koopa shell script to prefab - 380f2d9
* | | shingchunglee, 2024-03-01 19:39:31 +1100 : Merge branch 'Feat/MovementTweaks' into rel - e03f612
\\
| * | | (origin/Feat/MovementTweaks, Feat/MovementTweaks) MitchMunro, 2024-03-01 17:18:05 +1100 :
Create player stop function - db35810
| * | | MitchMunro, 2024-03-01 12:03:25 +1100 : Started variable jump height - 1612bc9
| | /
* | | Sunny Wong, 2024-03-01 17:30:28 +1100 : Merge branch 'dev' into Feat/FlagPoleExit - e56c4ce
\\
| * | shingchunglee, 2024-03-01 12:59:25 +1100 : update block collider type - d871b53
| * | (origin/Feat/mario-animation, Feat/mario-animation) shingchunglee, 2024-03-01 12:58:08 +1100 : feat:
rainbow effect on starpower - 7e0366c
| * | shingchunglee, 2024-03-01 12:57:50 +1100 : feat: lose life on death - 2042602
| * | shingchunglee, 2024-03-01 02:59:12 +1100 : add item tag - 7807f20
| * | shingchunglee, 2024-03-01 02:58:22 +1100 : feat: set animation for death and powerups - d92b721
| * | shingchunglee, 2024-03-01 02:57:38 +1100 : feat: add movement states for mario - 2cf26fe
| * | shingchunglee, 2024-03-01 02:57:17 +1100 : feat: add animation manager - 9f52b8d
| * | shingchunglee, 2024-03-01 02:53:52 +1100 : feat: add mario animations - b2b868c
| * | shingchunglee, 2024-03-01 02:53:26 +1100 : add big mario spritesheet - 453363d
| * | shingchunglee, 2024-03-01 02:52:46 +1100 : fix: fix star and mushroom prefab - 5f9644b
| * | shingchunglee, 2024-02-29 11:43:34 +1100 : add Animation folder - 410f14e
| * | shingchunglee, 2024-02-29 11:43:08 +1100 : feat: add small mario spritesheet - a8b7010
| | /
* | | Sunny Wong, 2024-03-01 17:30:11 +1100 : Reorganize Assets - caa5d01
* | | Sunny Wong, 2024-03-01 00:05:44 +1100 : flag animation - 6aaf5fb
| /
* | RuviniDharmasena, 2024-02-29 11:15:38 +1100 : Lives instance was added to the Game Manager and
1Up mushroom adds a life - 687ce86
* | RuviniDharmasena, 2024-02-29 10:02:44 +1100 : blocks added to Sunny Stage 1 - 76d54cb
* | RuviniDharmasena, 2024-02-29 09:30:12 +1100 : hidden block, mystery block, bricks - 2ee8a00
|
* | shingchunglee, 2024-02-28 20:38:25 +1100 : refactor: change EntityMovement file location - 986ddf9
* | shingchunglee, 2024-02-28 20:37:18 +1100 : Merge branch 'Feat/Death' into rel - 85e087f
\\
* | shingchunglee, 2024-02-28 20:35:32 +1100 : Merge branch 'Money' into rel - 1cdef2e
\\
| * | (origin/Money, Money) Srish070707, 2024-02-28 20:33:15 +1100 : Coin Setup - 138f23f
* | | shingchunglee, 2024-02-28 19:27:18 +1100 : fix: fix brick sprites and tilemap - 35fb4b8
| /
* | shingchunglee, 2024-02-28 18:55:11 +1100 : remove ruvini2 scene - 31c0457
* | shingchunglee, 2024-02-28 18:53:24 +1100 : solve conflict - a88a70f
* | shingchunglee, 2024-02-28 18:51:59 +1100 : Merge branch 'Feat/1upmushroom' into rel - bf95bbd
\\
| * | (Feat/1upmushroom) shingchunglee, 2024-02-28 18:46:05 +1100 : remove sprites - 197c203
| * | (origin/Feat/1upmushroom) RuviniDharmasena, 2024-02-28 18:11:13 +1100 : scene rename - 6f61264
| * | RuviniDharmasena, 2024-02-28 16:25:24 +1100 : 1up powerup - cc01164
| * | RuviniDharmasena, 2024-02-28 15:57:15 +1100 : block item script corrections - c6bf563
| * | RuviniDharmasena, 2024-02-28 14:39:10 +1100 : blockhit script for any block - 69a42eb
| * | RuviniDharmasena, 2024-02-28 13:03:00 +1100 : import 1upm - a3c1869

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* || shingchunglee, 2024-02-28 18:43:34 +1100 : solve conflict - bda411b
* || shingchunglee, 2024-02-28 18:41:37 +1100 : Merge branch 'Feat/koopas' into rel - 2ae3f19
|\\
| * | (Feat/koopas) shingchunglee, 2024-02-28 18:38:12 +1100 : delete brick sprite - b524cc2
| * | shingchunglee, 2024-02-28 18:37:19 +1100 : delete brick prefab - bf96282
| * | (origin/Feat/koopas) RuviniDharmasena, 2024-02-28 18:17:35 +1100 : scene rename - ruvin2 - 4e5d166
| * | RuviniDharmasena, 2024-02-28 17:51:40 +1100 : - - 0fa990e
| * | RuviniDharmasena, 2024-02-28 12:52:46 +1100 : koopas_shell script - 894415d
| * | RuviniDharmasena, 2024-02-28 12:18:36 +1100 : Create prefab for Koopa - b1902be
| * | RuviniDharmasena, 2024-02-28 12:08:45 +1100 : import sprite for koopas - a91b2dc
| | /
| * | (origin/Feat/goomba, origin/1-up-mushroom) RuviniDharmasena, 2024-02-28 12:00:51 +1100 : Enemy
tag - 9cd8560
| * | RuviniDharmasena, 2024-02-28 11:56:28 +1100 : goomba_stomp script and dot test added to
movement extension script - 4173dd8
| * | RuviniDharmasena, 2024-02-28 11:15:20 +1100 : enemy layer collision disable - 41fa389
| * | RuviniDharmasena, 2024-02-28 10:42:59 +1100 : enemy_movement + movement extension scripts
(raycast) - 6e97de5
| * | RuviniDharmasena, 2024-02-27 21:57:34 +1100 : Goomba_Animated Sprite Script for animation -
d2ee253
| * | RuviniDharmasena, 2024-02-27 21:10:00 +1100 : sprite, physical material, prefab - 48ba38e
* || shingchunglee, 2024-02-28 18:28:14 +1100 : Merge branch 'Feat/MarioMovement' into rel - 40ff2b0
|\\
| * | (origin/Feat/MarioMovement, Feat/MarioMovement) MitchMunro, 2024-02-28 18:16:45 +1100 : Fixed
error - c76c1e8
| * | MitchMunro, 2024-02-28 18:15:18 +1100 : Renamed scene - 09d74ae
| * | MitchMunro, 2024-02-28 17:06:48 +1100 : Small changes - 75f7d6d
| * | MitchMunro, 2024-02-28 16:56:40 +1100 : Added Camera Following script - 42d7b88
| * | MitchMunro, 2024-02-28 16:44:41 +1100 : Movement refined, much better feeling - 0acf179
| * | MitchMunro, 2024-02-28 13:28:23 +1100 : small changed - bfd59a8
| * | MitchMunro, 2024-02-27 16:42:41 +1100 : Started on Mario Movement - 21bd3e2
* || Sunny Wong, 2024-02-28 18:16:09 +1100 : Added Ground tag - 0317512
* || Sunny Wong, 2024-02-28 17:21:54 +1100 : Tile map complete - c98e073
* || Sunny Wong, 2024-02-28 17:17:39 +1100 : Added Tile map sprite - b85755c
* || (origin/origin/Feat/Timer) Sunny Wong, 2024-02-28 12:01:50 +1100 : Complete Timer - 79af729
| | | * (temp) shingchunglee, 2024-02-28 18:18:22 +1100 : temp - e879675
| | | /
| | | * (origin/Feat/Death, Feat/Death) shingchunglee, 2024-02-28 14:06:35 +1100 : feat: Add Mario Death
Manager - 985caba
| | | * shingchunglee, 2024-02-28 14:06:16 +1100 : feat: add InvincibleState - 38b927d
| | | * (origin/Feat/Star, Feat/Star) shingchunglee, 2024-02-28 11:44:44 +1100 : feat: add collision with
goomba, refactor mario states - ea3b49d
| | | * shingchunglee, 2024-02-28 02:27:31 +1100 : feat: star jumping movement - c96816c
| | | * shingchunglee, 2024-02-28 02:08:28 +1100 : feat: add star prefab and mario-star collection - f992ac6
| | | * shingchunglee, 2024-02-28 01:50:51 +1100 : feat: add Mario StarPowerUpState - 97dc6ba
| | | * (origin/Feat/Mushroom, Feat/Mushroom) shingchunglee, 2024-02-27 20:11:18 +1100 : feat: add
mushroom movement - a51c732
| | | * shingchunglee, 2024-02-26 20:40:38 +1100 : feat: add MagicMushroom prefab - f21f995
| | | * shingchunglee, 2024-02-26 20:40:09 +1100 : feat: add MagicMushroom.png sprite - adc13ec
| | | * shingchunglee, 2024-02-26 20:34:26 +1100 : fix: Item extends MonoBehaviour - 40d18a9
| | | * shingchunglee, 2024-02-26 20:32:01 +1100 : feat: Destroy mushroom on collection - 06cfec7
| | | * shingchunglee, 2024-02-26 20:26:32 +1100 : feat: change from SmallPowerUpState to
BigPowerUpState on collecting mushroom - f07c14e
| | | * shingchunglee, 2024-02-26 20:25:54 +1100 : feat: add BigPowerUpState - 558c663
| | | * shingchunglee, 2024-02-26 20:23:02 +1100 : feat(Item): add item component - 9620f8d
| | | * shingchunglee, 2024-02-26 20:06:58 +1100 : feat: add Mario power up finite state machine - ca7a849
| | | /
| | | /
| | | * shingchunglee, 2024-02-26 19:34:03 +1100 : build: add Prefabs, Scripts, SFX, Sprites folders - c353b4c
* || shingchunglee, 2024-02-26 19:32:49 +1100 : build: add visual studio code editor package - b36e983
| | /
| | * (origin/Mario-Coins) Srish070707, 2024-02-28 00:02:59 +1100 : Add files via upload - 3c2e16a
| | /
| | /
| | * (origin/master, origin/BlockHit, master) shingchunglee, 2024-02-26 19:13:41 +1100 : docs: add
README.md - cc87db9

```





```
!/  
* shingchunglee, 2024-02-26 18:01:39 +1100 : init repo - 80e86a9
```

## Retrospective Meeting Reflection

1. What did we do well:
  - Good at collaborating and project management
  - Effective task distribution with Trello board
  - Everyone put in a good amount of effort
  - Version control (no major merge conflicts hurray)
2. What needs to be improved
  - Getting consensus on common parameters early
  - Project file structure could be more organized as the script structure a bit all over the place. For example, two script folders, and not a clear strategy for splitting up scripts.
  - Naming conventions should be more uniform
  - Notify the team of the folder you have created on your branch to avoid merge conflict
  - Communication could be better and general time management could be better
3. What should we do next iteration and
  - Have someone set up the Unity project, including a basic file structure. Then everyone else can pull that before starting work.
  - Use trello to split up tasks smaller, with more clarity, so it's easier to understand and manage. It would avoid multiple people working on the same element.
  - Talk about naming conventions, and what elements/functions belong to each of the major scripts, like Game Manager, Player controller.
  - Roy can teach us about how to Merge.
  - Build the game more frequently in the process
4. What we shouldn't do next iteration
  - People working on the same game element without knowing.
  - Not getting help from the team
  - Not stating estimated time frame for the task
  - Not waiting till the last day to finalize everything in case of technical difficulties/ emergencies. Always have a buffer.