Sprint Meeting Results for Sprint 3

What is your Sprint Goal?
Our Sprint Goal is to build on and refine the basic framework we created before. In this sprint, we will improve platform generation, change the mechanics with which the player interacts with platforms, and add win/lose conditions for various game actions. Additionally, we will improve user experience by updating the title screen, making art for the character and weapons, and adding a scoring and leaderboard system.

- Fix platform generation
- Updating title screen
- Weapon hitboxes
- Weapon distance scaling
- Camera win/lose hitboxes (top and bottom)
- Camera left/right movement
- Score bonus if they get everything
- Scoreboard
- Animation programming

Who is the Scrum Master for this Sprint?
Nate

What tasks will you complete during this Sprint?

Task	Owner	Estimated Time to Complete
Get a list of all words in the document	Kirill & Michelle	100 minutes
Create a platform object on each word in the document	Kirill & Michelle	50 minutes
Find the position of an image on screen	Michelle	50 minutes
Create a platform object for every image in the document	Michelle	50 minutes
Find the position of a button on screen	Michelle	50 minutes
Create a platform object for every button in the document	Michelle	50 minutes
Make a small area of effect for hitting platforms on click	Kirill	50 minutes
Scale weapon damage based on distance from player	Kirill	50 minutes
Camera win/lose hitboxes	Nate	25 minutes
Camera left/right movement	Nate	25 minutes

Get TimeDelta	Nate	150 minutes
Transform player object into moveable PNG	Nate	100 minutes
Cycle through frames	Nate	50 minutes
Determine a scoring system based on how many platforms are destroyed	Yasemin	100 minutes
Send scores to leaderboard	Yasemin	30 minutes
Create remote storage for scores	Yasemin	200 minutes
Title screen (popup) displays personal high scores	Yasemin	30 minutes
Title screen (popup) displays global high scores	Yasemin	30 minutes