Detailed Sprint Breakdown

# Week 1

* Formed the group with Nolan Hunt, Brian Icely, Christian Balagtas
* Created the High Concept
* Decided on a scrolling shooter style game
* Named Christian as Scrum Master

# Week 2

* Decided some of the basic mechanics that would be in the game
* Confirmed that a scrolling shooter game was the game we would be doing and that we would make it in the Unity engine
* Decided on at least 3 levels and possibly a finished game for the end goal of the semester

# Week 3

* Started on a UML document for the game to plan out mechanics

# Week 4

* Did a short scrum to decide what mechanics should be kept and which ones we can remove
* Started a Github repository to store our progress

# Week 5

* Finalized the UML and started some of the coding process
* Put the UML document on Github
* Coding process was underway and there were no problems currently

# Week 6

* Gave roles out
* Nolan – Programmer
* Brian – Quality Check
* Christian – Art Lead

# Week 7

* Did a short scrum to check our progress
* Changed our end goal when 3 levels was seeming less realistic

# Week 8

* Reading Week
* Gave ourselves a short break for the week

# Week 9

* Pushed some code on Github
* Decided we were slacking and needed to pick up the slack
* Also decided on finishing our one level as the end goal
* Code for player movement was created

# Week 10

* Most of the terrain art was being worked on
* Brian made some scripts that were merged with Nolan’s script

# Week 11

* Terrain art was being finalized
* Code for shooting mechanics was created

# Week 12

* Code for AI was created

# Week 13

* Spawn code was created
* Brian’s script was taken out because it didn’t compile with Nolan’s code

# Week 14

* Created a Finite state machine as well as tests
* Pushed the terrain onto Github
* Needed to crunch time in order to get what we could done

# Week 15

* Finalized whatever we had on the game
* Decided we didn’t have a realistic goal at the end thinking we’d have a finished product at the end of the semester but we worked hard and have a half decent demo first stage