		Iteration 1				
From:	Oct 23, 2023					
To:	Nov 26, 2023				Please color code the task status	In Progress
Iteration Goals:	Goal 1	Basic Game Functionality				Under Testing
	Goal 2	Game Mechanics				Done
	Goal 3	NPC Stuff				
	(You can specify which use case or functionality or bug to implement/fix in this iteration)					

Use Case/Issue	Task	Estimated Effort	Assigned to	Status	Actual Effort	
Basic Game Functionality	Main Menu	2	Madi	Done	2	
	Start button	2	Madi	Done	3	
	Anxiety Education	2	Madi	Done	2	
	End Screen	2	Madi	Done	2	
	In-Game Pause Menu	2	David	In Progress		
	In-game prompts to direct what Player should say	2	David	In Progress		
Game Mechanics	Player Movement	2	Anna	Done	2	
	Player initiates interaction	2	Anna	Done	2	
	NPC initiates interaction	2	Anna	Done	3	
	Recognition of Player talking (timer-based) aka duration of back and forward	5	Ofuchi	In Progress		
	Player & NPC collision detection		David	In Progress		
	NPCs interacting with one another (and turning to the podium)		Eric	In Progress		
	NPCs choosing seats (a few will choose at first, have a lull for player to choose, then rest fill seats. If Player doesn't choose in time, they have just 2 seats to choose from instead of multiple)		Eric			
NPC Stuff	NPC giving speech over the HR policy	3	Eric			

Iteration 2 (Winter Iteration)									
From:	Dec 18, 2023								
To:	Jan 21, 2024					Please color code the task status	In Progress	
Iteration Goals:	Goal 1	Revise & Redo documentation						Under Testing
	Goal 2	Update SAD Info						Done	
	Goal 3	Bug fixing							
	(You can specify which use case or functionality or bug to implement/fix in this iteration)								
Use Case/Issue	**Task**	**Estimated Effort**	**Assigned to**	**Status**	**Actual Effort**				
Revise and redo documentation according to the altered scope of the project	Update Vision document	1	Madi	Done	1				
	Update Senior Design Project Plan	1	Madi	Done	1				
	Update Glossery	1	Ofuchi	Done	1				
	Use Case Document	1	Anna	In Progress					
	Software Requirements Specifications Document	1	Eric & David	Done	1				
	User Manual	1	Ofuchi	Done	1				
Collect and integrate updated social anxiety disrder information from CognitV	Email Dr. Fowler for updated SAD info	1	Madi	Done	1				
	Integrate updated info into the VR Game	1	Madi	In Progress		Waiting for Dr. Fowler to email back with info			
Bug Fixing	Get VR Headset working	1 hr	Anna	Done	1				
	Make in-game text that follows head movement	1 hr	Anna	Done	1				

Iteration 3					
From:	Jan 22, 2024				
To:	Feb 14, 2024				Please color code the task status	In Progress
Iteration Goals:	Goal 1	Finish Level Design				Under Testing
	Goal 2	Work on NPC Animations & Interactions				Done
	Goal 3	Documentation				
	(You can specify which use case or functionality or bug to implement/fix in this iteration)				

Use Case/Issue	Task	Estimated Effort	Assigned to	Status	Actual Effort
Finish Level Design	Start in a hallway then go through a door	1	Eric	Done	1
	Text-to-Speech	8	Madi	Done	5
	HR Presentation: speech giving part	5	Anna	In Progress	
	Text bubble at start	2	David	In Progress	
	Pause Menu/Button	5	David	Under Testing	
Work on NPC Animations & Interactions	Find human models	8	Ofuchi	Done	2
	Walking animation	13	Eric	Done	5
	Realistic body movement and idle animations	8	Ofuchi	Done	2
	Chair sitting?	5	Ofuchi	Done	2
	Re-rigging the mixamoo models	2	Ofuchi	Done	2

	Iteration 4							
From:	Feb 14, 2024							
To:	Apr 12, 2024				Please color code the task status	In Progress	
Iteration Goals:	Goal 1	Convvai					Under Testing	
	Goal 2	Import Convai characters into the project						Done
	Goal 3	Bugs & Further Developing						
	(You can specify which use case or functionality or bug to implement/fix in this iteration)							
Use Case/Issue	**Task**	**Estimated Effort**	**Assigned to**	**Status**	**Actual Effort**			
Convai Characters	Create Convai characters	2	Madi and Ofuchi	Done	2			
	Write character backstories so they Convai characters act how we anticipate them to	2	Madi and Ofuchi	Done	2			
	Import Convai characters to Unity	2	Madi	Done	8	Anna helped figure this out		
Bugs and futher developing	NPC Positioning/Rotating	3	Anna	Done				
	HeadTracking	5	Anna	Done				
	Walking	5	Eric	Done	8			
	Audio	2	Anna	Done				
	Door	5	Anna and Eric	Done	1			
	In-game prompts (adding coping mechanisms and tutorials during stressor moments)	3	Madi	Done	2			
	Making it CognitV compliant	3	David	Done	3			
	NPC facing Player when speaking		Anna	Done				
	NPC facing table when at the chairs		Anna	Done				
	In-Game Pause Menu	2	Anna	Done				
	In-game prompts to direct what Player should say	2	Anna	Done				