## Sprint 1 Jumping Enemy

**Link to JIRA:** [http://jira.itcarlow.ie/browse/PL-1](http://jira.itcarlow.ie/%E2%80%A6)

**Link to the git commit:** https://github.com/AndrewGreenslade/RWS\_P2\_EndlessRunner

**Description:** An enemy that jumps every couple of seconds

**Conditions of Satisfaction:**

1. An enemy that spawns in the level generator
2. An enemy that jumps after X seconds
3. The player loses a life after they hit the enemy

**Steps to Test:**

1. The enemy spawns.
2. The enemy jumps.
3. Check if enemy is above original y value.
4. The enemy spawns.
5. Place the enemy on top of the player.
6. Check if the player loses a life.

## Sprint 2 Bounding Box

**Link to JIRA:** [http://jira.itcarlow.ie/browse/PL-1](http://jira.itcarlow.ie/%E2%80%A6)

**Link to the git commit:** https://github.com/AndrewGreenslade/RWS\_P2\_EndlessRunner

**Description:** A bounding box that resets the player’s position to the centre of the screen.

**Conditions of Satisfaction:**

1. When the player goes off screen, they respawn at the centre of the screen.
2. The player loses a life when they go off screen.
3. If the player has no lives, they get a game over.

**Steps to Test:**

1. Spawn player
2. Spawn walls
3. Set player to walls
4. Wait 0.1 seconds
5. Check if player position has changed