**To Do List**

**Level Design**

Special Areas (with certain items)

Boss Base

**Items:**

High Jump

Missile Tanks

Spring Ball

**Sounds**

Samus Movement

Enemy Movement

Item Collection

Game End

**Traps:**

Doors

Acid Vats

Destructible Floors/Walls

**Document Criteria:**

Creative and Critical Thinking

Functional and Non-Functional Requirements

Testing Table