**What has been left in the implementation?**

The main game has been mostly implemented, except for some details. For the first iteration of the implementation, we wanted to give a feel of how our game will be and how it will be played. So, we created an example level, which we added most of our properties in. Normally, during the game, as the player unlocks different levels, new obstacles would be introduced in the game, however as mentioned above, a sample level has been created to show all different properties in the game.

**What has not been implemented yet?**

* Once the main menu is opened, there will be some music playing in the background. The player will be able to change the volume of this music from the main menu. However this property hasn’t been implemented yet.
* As mentioned in the analysis and design reports, our game will have multiple levels and the player will be able to select the levels that are unlocked. The levels haven’t been created yet, however the infrastructure for creating the levels, which is our levelImageLoader class has been implemented. The levelImageLoader class provides random level images according to the selected level. The properties and methods of the levelImageLoader class have been implemented, however the images of the levels haven’t been provided in the code. These images will be drawn manually by us.

There will be a file that would keep the data of the last unlocked level and according to this data, the levels will be shown as locked or unlocked in the LevelPanel. However, since the levels haven’t been created yet, the file and the related methods to this process haven’t been implemented yet.

* In the first iteration version of our game, we haven’t added curvy letters yet. The letters the dot has to over jump are letters which have sharp edges, thus the dot does not slide from the edges.