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	Design Meets Requirement?	How?
1. Trackable Hit Points (Mandatory/Functional)	P	Death system
2. Mobile Friendly Controls (Mandatory/Functional)	Not yet	
3. Player Name Leaderboard (Optional)	P	Leaderboard box
4. Set Number of Lives (Mandatory/Non-Functional)	P	Death system
5. Obstacles must follow preset movements (Mandatory/Non-Functional)	Not yet	
6. Multiple Levels, moving on once previous is completed (Optional)	P	Level boxes/advancement system
7. Distinct background visual themes for each level (Optional)	Not yet	
8. 2D Physics enacted for character movements (Non-Functional)	Not yet	
9. Power-Ups (Optional)	Not yet	
10. Transition Loading Screens in-between levels (Optional)	P	In concept; design has a transition period after finish of one level and before the next
11. Separate Sound Effects specific to movements of players/obstacles launched (Optional)	Not yet	
12. Obstacles randomly appear one at a time (Optional)	Not yet	
13. Portrait/Vertical Graphics (Mandatory/Functional)	Not yet	

14. Instruction/Help Screen (Mandatory)	P	Shown to player upon game start, before start of first level
15. Default Character Attributes (Mandatory)	Not yet	

