Agile Sprint Planning

**Sprint 1:**

Character movement

* Character Runs automatically
* Character moves from left to right

Character Abilities

* Pressing left side of screen is jump

Main Menu

* Start button

**Sprint 2:**

Main Menu

* Settings button
* Leaderboard button

Character Abilities

* Pressing right side of screen changes gravity

Quality of Life

* Pause button

**Sprint 3:**

Leaderboard

Datebase: Tracking of users scores

Map Design (stage layout)