Product Backlog

ToDo List		
Story	Time Requirement (Days)	Complexity
User able to control dino with arrow keys	1	1
User able to move through level 1	3	2
Level 1 design including rigid objects	5	5
User able to move through level 2	3	2
Level 2 design including rigid objects	5	5
User able to move through level 3	3	2
Level 3 design including rigid objects	5	5
User able to move through the store	3	2
Store design including sprites of objects to buy	5	5
User able to pick up coins	4	3
User able to buy store items	3	3
Camera follows dino player	2	5
Moving enemies	5	8
Dino and coin animations	2	13
Kill objects and chasms	4	8
Cycles back to beginning once player dies	2	13
Store switches to level depending on previous level	4	21
User is asked whether they want to exit store	2	3
Death screen for dino player	1	2
User has ability to pause game	2	13
UI addition of a help menu	3	13
Buyable upgrades change art on dino player	5	8
Buyable upgrades change stats of dino player	6	34
Bosses to defeat	4	21
Level 4 design including rigid objects	5	5
User able to move through level 4	3	2
Level 5 design including rigid objects	5	5
User able to move through level 5	3	2
Level 6 design including rigid objects	5	5
User able to move through level 6	3	2
Level 7 design including rigid objects	5	5
User able to move through level 7	3	2
UI addition of ending game scene	1	2