

Product Backlog

ToDo List			
Story	Time Requirement (Days)	Complexity	Complete
User able to control dino with arrow keys	1	1	yes
User able to move through level 1	3	2	yes
Level 1 design including rigid objects	5	5	yes
User able to move through level 2	3	2	yes
Level 2 design including rigid objects	5	5	yes
User able to move through level 3	3	2	yes
Level 3 design including rigid objects	5	5	yes
User able to move through the store	3	2	yes
Store design including sprites of objects to buy	5	5	yes
User able to pick up coins	4	3	yes
User able to buy store items	3	3	yes
Camera follows dino player	2	5	yes
Moving enemies	5	8	yes
Dino and coin animations	2	13	yes
Kill objects and chasms	4	8	yes
Cycles back to beginning once player dies	2	13	yes
Store switches to level depending on previous level	4	21	yes
User is asked whether they want to exit store	2	3	yes
Death screen for dino player	1	2	yes
User has ability to pause game	2	13	yes
UI addition of a help menu	3	13	no
Buyable upgrades change art on dino player	5	8	no
Buyable upgrades change stats of dino player	6	34	yes
Bosses to defeat	4	21	no
Level 4 design including rigid objects	5	5	yes
User able to move through level 4	3	2	yes
Level 5 design including rigid objects	5	5	yes
User able to move through level 5	3	2	yes
Level 6 design including rigid objects	5	5	yes
User able to move through level 6	3	2	yes
Level 7 design including rigid objects	5	5	yes
User able to move through level 7	3	2	yes
UI addition of ending game scene	1	2	yes
Game starts with menu	1	2	yes
Test suite design including spawners	4	13	yes
User able to move through test suite	5	3	yes
User can access god mode/powerups in test suite	2	5	yes
Lives system implemented with automatic 3 lives	7	34	yes