

Requirements Sprint 5

Must have:

1. The waterfall shall appear as a floating bubble filled with water every 20 seconds starting from the top of the level.
2. The waterfall shall begin streaming when the Player pops the bubble.
3. The waterfall shall appear only in levels with a gap in the top and in the bottom of the level.
4. The waterfall shall <move> from the top to the bottom of the level.
 - a. <move> when colliding with a wall it goes the other way until it finds a gap to move downwards.
5. The waterfall shall <take> the Player with it upon collision with the Player.
 - a. <take> Transports it through the gap on the bottom, waterfall will disappear while Player will reappear through gap on top of level.
6. The amount of collected points shall appear on the screen on the location just above the player when the player receives points for something (e.a. killing an enemy or picking up fruit).
7. The amount of collected points shall disappear after 2 seconds from the screen after appearance.
8. The enemies shall have an animation for walking.

Should have:



Could have:



Won't have:

