**Product Backlog**

* Complete startScreen
  + Add title text
  + Add game level text
* CompleteGameOverScreen
  + Add game over text
  + Add game level text (same logic as startScreen)
* Add score
  + Implement score tracking
  + Draw score on screen
* Add levels
  + Add input check in startScreen to indicate difficulty level
  + Implement platform selection based on input
* Add alternative platforms
  + Add fragile platform
  + Add small platform

**Sprint 1 Backlog**

1. Complete playScreen
   1. Configure Screen
   2. Platforms
      1. Add platforms
      2. Generate platforms
   3. Player Movement
      1. Get keyboard input
      2. Add horizontal player movement/controls
      3. Add wrapping
      4. Add jump movement/controls
   4. Sprite Collision
      1. Add collision
   5. Camera
      1. Track YOffset
      2. Implement in YOffset drawPixel