SPRINT 1

Backlog

-We discuss the what our character looks like
-We decide how the background seems
-We decide the difficulty degrees of levels
-The movement codes are specified

SPRINT 2

-We design the character in a game machine.
-We design the background in a 3D game machine.
-We design the coins, equipments in the photoshop programme.
-We do the animation of the game in a 3D game machine.