

Product Backlog 5 + ...

🕒 Finding Jump images.

#26 opened by utsavjain1408

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🕒 Finding images for a running object

#28 opened by utsavjain1408

👤 ...

🕒 Running a GreenFoot application in the browser.

#29 opened by utsavjain1408

👤 ...

🕒 Designing a feature to gain power by damaging the enemy.

#27 opened by utsavjain1408

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🕒 Discovering art.

#19 opened by utsavjain1408

...

Ready to Start 0 + ...

In Development 0 + ...

In Testing 0 + ...

In Review 0 + ...

Done :- 0 44 + ...

🕒 Design game story line

#6 opened by divyank68

👤 ...

🕒 kill barrier with the powers

#49 opened by janhudesai

👤 ...

🕒 refactor Fire World

#52 opened by janhudesai

👤 ...

🕒 Designing water ninja

#45 opened by divyank68

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🕒 Implement Design pattern for the fire world

#51 opened by janhudesai

👤 ...

🕒 Developing EarthWorld

#43 opened by utsavjain1408

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🕒 Start work on UI Wireframes.

#37 opened by utsavjain1408

👤 ...

🕒 Change image on some event.

#22 opened by utsavjain1408

👤 ...

🕒 Motion of characters for waterworld

#48 opened by divyank68

...

🕒 Identifying individual's design patterns

#39 opened by utsavjain1408

👤 ...

🕒 Design the end of the stage

#50 opened by janhudesai

👤 ...

🕒 Implement Powerups

#46 opened by janhudesai

👤 ...

🕒 Implement Barriers

#47 opened by janhudesai

👤 ...

🕒 Start work on Activity diagram

#38 opened by utsavjain1408

👤 ...

🕒 Bringing WaterWorld to life

#44 opened by divyank68

👤 ...

🕒 Start work on Design Sequence Diagram.

#36 opened by utsavjain1408

👤 ...

🕒 Sketching the Wind World.

#32 opened by utsavjain1408

👤 ...

🕒 Sketching the Fire World.

#33 opened by utsavjain1408

👤 ...

🕒 Add Jumping power to Ninja in fire world

#41 opened by janhudesai

👤 ...

🕒 implementing the design for fire world

#40 opened by janhudesai

👤 ...

🕒 Running a sample applet in a browser

#21 opened by utsavjain1408

👤 ...

🕒 Add Shooting power to Ninja in fire world

#42 opened by janhudesai

👤 ...

🕒 Sketching The Earth World

#34 opened by utsavjain1408

👤 ...

🕒 Start work on Use Case Specification.

#35 opened by utsavjain1408

👤 ...

🕒 Sketching the Water world.

#31 opened by utsavjain1408

👤 ...

🕒 Decorator pattern for calculating power of the bullet fired.

#24 opened by utsavjain1408

👤 ...

🕒 Using gif in GreenFoot.

#30 opened by utsavjain1408

👤 ...

🕒 Explore on MelonJS

#5 opened by janhudesai

👤 ...

🕒 Power dropping and character catching.

#12 opened by utsavjain1408

👤 ...

🕒 Character getting shot.

#11 opened by utsavjain1408

👤 ...

🕒 Temporary Barrier.

#13 opened by utsavjain1408

👤 ...

🕒 Moving Obstacle

#7 opened by utsavjain1408

👤 ...

🕒 Two moving characters touching and stopping.

#15 opened by utsavjain1408

👤 ...

🕒 Observer pattern for Power bar.

#23 opened by utsavjain1408

👤 ...

🕒 Character moving and shooting.

#14 opened by utsavjain1408

👤 ...

🕒 Moving Gun

#10 opened by utsavjain1408

👤 ...

🕒 Gravity Implementation

#9 opened by utsavjain1408

👤 ...

🕒 Transitioning from one page to another.

#16 opened by utsavjain1408

👤 ...

🕒 Make a list of barriers and powers.

#18 opened by utsavjain1408

👤 ...

🕒 Walking appearance.

#8 opened by utsavjain1408

👤 ...

🕒 Adapter pattern in oscillating for monster

#25 opened by divyank68

👤 ...

🕒 Exploring greenfoot engine

#2 opened by divyank68

👤 ...

🕒 Exploring Unity3d engine

#3 opened by shantanugupta2828

👤 ...

🕒 Basic Design of the Wiki Page

#1 opened by utsavjain1408

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+ Add column