Mino-man!

Development map:

Primary:

* JB ~ Step Movements & Pace (up, down, left, right)
* JO ~ Mino-man dies when he is defeated by an enemy.
* JO ~ Strength Bar (mino-man’s capacity to win an enemy engagement)
* JB ~ Power Up (enemy princess \*stationary)
* JB ~ Obstacle (enemy knight \*stationary)
* \*COMPLETED\* Scene Change and start screen (next level opens)

Secondary:

* Player gets "points" when eating enemy obstacles and power ups
* Rage Button (mino-man increases in strength)
* Obstacle (enemy knight \*mobile simple enemy ai)
* Points (x 1.5 knights defeated), (x 1 knights defeated with rage above 20%)

Polish:

* Texture Improvements
* Sound Fx & Background Music
* Character and Enemy Movement Animations
* Character and Enemy Attack Animations
* Obstacle (enemy knight \*mobile complex enemy ai)

Wishlist:

* Obstacle (pit trap – loads next level if entered)
* Power Up (weapon change \*stationary)