

## TO DO 5 ISSUES

Write requirements section of the report

✓ OSG1P-1

Create controller class to take input to the user and forward to character class

✓ OSG1P-5

Create a setup and draw in main which will get information from the game which in turn gets its information from character and map classes

✓ OSG1P-6

Main class, game class, character class and map class

✓ OSG1P-7

Figure out each class outputs and inputs

✓ OSG1P-8

+ Create issue

## IN PROGRESS 4 ISSUES

Comes down when jumps

✓ OSG1P-11

Figure out interaction between map and character

✓ OSG1P-3

Stop character going through the floor

✓ OSG1P-10

Game, start page, leaderboard, game over settings

✓ OSG1P-9



## DONE 3 ISSUES ✓

Make the map the full size of the screen

✓ OSG1P-12

Make background map

✓ OSG1P-2

Create movable character

✓ OSG1P-4