



TO DO 3 ISSUES		IN PROGRESS 3 ISSUES		DONE 6 ISSUES	
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		Figure out interaction between map and character		Write requirements section of the report	
Main class, game class, character class and map class		Stop character going through the floor		Make the map the full size of the screen	
Figure out each class outputs and inputs		Background music		Make background map	
+ Create issue				Create movable character	
				Comes down when jumps	
				Game, start page, leaderboard, game over settings	
				+ Create issue	