

TO DO 12 ISSUES	IN PROGRESS	DONE ✓
<div>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</div> <div> <input checked="" type="checkbox"/> OSG1P-6         </div>		
<div>Main class, game class, character class and map class</div> <div> <input checked="" type="checkbox"/> OSG1P-7         </div>		
<div>Game, start page, leaderboard, game over settings</div> <div> <input checked="" type="checkbox"/> OSG1P-9         </div>		
<div>Comes down when jumps</div> <div> <input checked="" type="checkbox"/> OSG1P-11         </div>		
<div>Create movable character</div> <div> <input checked="" type="checkbox"/> OSG1P-4         </div>		
<div>Make the map the full size of the screen</div> <div> <input checked="" type="checkbox"/> OSG1P-12         </div>		
<div>Make background map</div> <div> <input checked="" type="checkbox"/> OSG1P-2         </div>		
<div>Write requirements section of the report</div> <div> <input checked="" type="checkbox"/> OSG1P-1         </div>		
<div>Background music</div> <div> <input checked="" type="checkbox"/> OSG1P-13         </div>		
<div>Figure out each class outputs and inputs</div> <div> <input checked="" type="checkbox"/> OSG1P-8         </div>		
<div>Figure out interaction between map and character</div> <div> <input checked="" type="checkbox"/> OSG1P-3         </div>		
<div>Stop character going through the floor</div> <div> <input checked="" type="checkbox"/> OSG1P-10         </div>		
<div>+ Create issue</div>		

