

TO DO 3 ISSUES

Integrate Music

✓ OSG1P-14

Integrate LeaderBoard

✓ OSG1P-15

Information at beginning of the game

✓ OSG1P-16

+ Create issue

IN PROGRESS 4 ISSUES

Two player features

✓ OSG1P-18

Can collect coins

✓ OSG1P-19

Visible Score increases when coins collected

✓ OSG1P-20

Passing flag ends the game

✓ OSG1P-17

DONE 5 ISSUES ✓

Dies when falls off the map

✓ OSG1P-22

Dies when interacts with zombie

✓ OSG1P-21

Figure out each class outputs and inputs

✓ OSG1P-8

Figure out interaction between map and character

✓ OSG1P-3

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

[See all Done issues](#)

