**Back-end:**

1. Create ‘hll’ DB
2. Score table
3. Players table
4. Replay table
5. Platform table
6. Roles/Login
7. Design JPA DAO and models to link JAVA to DB.
8. Create Services
9. Score service
10. Replay service
11. Player service with login/security
12. Admin service with login/security

4. Full test suite for DAOs and services

1. Score Service / Dao

2. Replay Service / Dao

3. Player Service / Dao

4. Admin Service / Dao

**Front-end:**

1. Top score listing table with pagination (Thymeleaf).
2. View Unapproved scores. (Top 100 only) (Thymeleaf).
3. Register / Login page (Thymeleaf).
4. View / Edit score page for players (Thymeleaf).
5. Allows attaching of replay/s. (Thymeleaf).
6. View / edit score page for admins (Thymeleaf).

**Game:**

**MVP:**

1. Playable game scene that scales to all devices.
2. Listener for keyboard and mouse/touch controls
3. Basic sprites/graphics and animations for Lith and Celestials
4. Scorekeeping, growth feature and scaling level progression
5. Pausing with pause hints.
6. Small dash at bottom of screen for restarting.
7. “Drive mode”
8. Player moves across game area eating objects that are larger to gain score/ size.
9. Player loses when main Lith is killed by small object.
10. Link canvas game to Rest Controller for score submission.
11. Allow player login on main webpage to interact with game.

**STRETCH:**

1. Powerups
2. Animations for every Lith transformation.
3. More Celestials.
4. Infinite scaling play feature.
5. Caching scores for guest players
6. “Dive mode”
7. Player scrolls downward to reach larger objects to eat.
8. Player loses if Main Lith is killed or hunger bar reaches 0.
9. Add type to scoreboard to divide “Drive” and “Dive” mode scores.