

Backlog

	Task Name	Due Date	Done	Assigned To	Status
1	Decide on Project	10/25/19	<input checked="" type="checkbox"/>	ALL	
2	Decide on language	10/26/19	<input checked="" type="checkbox"/>	ALL	
3	Design game struture	12/27/19	<input checked="" type="checkbox"/>	ALL	
4	Front end design	10/29/19	<input checked="" type="checkbox"/>	Ziwen, Jialei	
5	Back end design	10/30/19	<input checked="" type="checkbox"/>	Qingyang	
6	Complete small-scale prototype	11/01/19	<input checked="" type="checkbox"/>	ALL	
7	New animations	11/14/19	<input checked="" type="checkbox"/>	Qingyang, Jialei	
8	Add sound effect	11/14/19	<input checked="" type="checkbox"/>	Ziwen	
9	Add scoreboard	11/14/19	<input checked="" type="checkbox"/>	Feishian	
10	Add another game mode	11/14/19	<input checked="" type="checkbox"/>	Jialei, Ziwen	
11	Rotate Shark	11/20/19	<input type="checkbox"/>	ALL	
12	Allow user input name	11/20/19	<input type="checkbox"/>	ALL	
13	Test Suite	11/30/19	<input checked="" type="checkbox"/>	Qingyang, Ziwen, Jialei	
14	Write documentation		<input checked="" type="checkbox"/>	ALL	

Comments
Decide to make game as project 3&4
Using python3
A 2D user-interacting game
Menu, contains Start, quit and leaderboard button.
User iterate game using keyboard. Error handing on eliminating shark or food object
Finish on project 3, include bug checking
Shark can mirror flip when user wants to turn direction
Add background music along game process. Add sound effect while shark iterate with objects. Add game over sound
Write player's highest grade into file and click the leaderboard to show it up
Add raid boss mode during game process
Plan to rotate shark using vertical view image(Could not find appropriate image)
Allow user input name when user hit the highest score
Write test.py to test core functionality
Finish documentation