Mason Camp

User Story 1-Creating a start screen that will add a story and how to play the game-20 min

* Added a start screen along with a background on why you are fighting memes and adds instructions that teach you how to play the game.

User Story 2-Different style upgrades and renaming upgrades-20 min

* Renamed the upgrades so they didn’t just say +5 or +10.
* Added a health upgrade list to upgrade the user’s health

User Story 3-Point system only adding 100 instead of multiplying it by what level it is-5 min

* Only needed to change 1 thing

User Story 4- User health system-10 min

* For every 10 seconds the user health is decreased by 2

User Story 5- Add Secret boss if all upgrades are bought-15 min

* If both upgradelists are blank set the image sprite to the secret boss
* If you defeat the secret boss you prestige
* If you lose the game ends

User Story 6- level names and backgrounds-5 min

* Added different level names and backgrounds

Front End-

* Start Screen- Tells the backstory of the game and how to play the game
* Health Upgrade List- Used to upgrade the user’s health using the points they get
* User Health- for every 5 seconds the user will take 2 damage and they can use the health upgrade list to upgrade their health but they cannot heal
* Level Names- Added names for the different areas you go to in the game
* Different Backgrounds- added different backgrounds to go with the level names

Back End-

* If you click the button on the start screen you are transferred to the game
* The health upgrades will add 10 health to your character and will remove 100 points from your character
* Attack upgrades now only give you 10 more damage and your attack strength is now 10
* Removed the points variable and now it is adding points onto the score label
* Added a time interval so that for every 10 seconds the users health will decrease by 2
* If both upgrade lists do not have anything in them, You will move to the secret boss area where you could instantly win or you could be sent back to the very start keeping your health and attack strength the same