

Backlog

- Finish Collision -Kevin & Yaj
 - Attack enemies
 - Door
- Finish winning state (font writing) -Nick
- Finish level designs -chris
- Implement Link picking up Items with sounds -Derek
- Finish Mini Map
- Link's body moves backwards instead of his sword moving forward -Nick
- Finish boss implementation -Derek
- Pause Menu transition (if time) -Kevin

Sprint 5 Tasks

- Auto Generating levels - Zach & Chris
- Title screen - Derek (may need help)