

## **Backlog**

Refactor Items	- zach
Refactor enemy attacks	- kevin
Finish Collision	- yaj
Front Facing Enemy	
Door to next room	
Hurt link (phases through blocks)	
Sword and Objects hurt enemies	
Enemy projectile collisions	- kevin
Gamepad	- chris
Link movement bugs	- nick
Implement all rooms	- chris
Design full dungeon	- chris
Design each level	- chris
Remove magic numbers and strings	- nick
Clean up sprites (gray sprite backgrounds)	
All rectangles in sprite factory private	- Derek

## **Sprint 4**

Sounds	- Derek
Reset Level upon death	- nick
HUD	- Zach
Game state transitions	
Item selection	- Zach
Game over screen	- nick
Pausing	- Derek
Winning game state	- yaj
Minimap	- chris
Entrance animation between rooms	- kevin