NO LMT PROJECT SCOPE AS OF TUESDAY, MAY 31, 2016

What We Have Already **Completed**

1. Coins
2. Collision
3. Movement
4. Boosts
5. Basic Platforms
6. Timer
7. Actual images
8. Character selection screen (random)

What Still **Needs to be Completed** – Moonwalker Game

1. Button pressing/release
2. Door opening/closing (when buttons are pressed/released)
3. Levels (separate files)
4. File reader
5. Make spaceman Sam turn when walking backwards
6. Start screen \*\*
7. Score tracker \*\*
8. Music or sound effects\*\*

\*\* If we have time\*\*