User Stories that were not started:

ID: 5: As a player I want to be able to progress to a new stage/level so that I can get closer to the end goal.

ID: 10: As a player I want to be able to sabotage the other player so that I can impede their progress.

ID: 13: As a player I want to be able to grapple so that I can progress through the level faster.

ID: 14: As a player I want to be able to collect power-ups so that I can avoid traps more easily.

ID: 15: As a player I want to change sound settings so that I can avoid blowing my ears out.

ID: 16: As a player I want to have a countdown before the beginning of a round so that I can know when to start.

User Stories started, but not completed:

ID: 1: As a player I want to view a help screen so that I can know how to play the game.

ID: 2: As a player I want to be able to pause the game so that I can stop the game while I go do something else.

ID: 11: As a player I want to be able to overcome traps so that I can continue to progress.

ID: 12: As a player I want to be able to overcome obstacles so that I can continue to progress.

Plan for Future Development:

After the class is over, we plan on continuing the development of our D4 project. First we would start by finishing development on the user stories that have been started, but not yet completed. We would try to put our efforts in them, based on their order of priority determined in the Product backlog. After we are close to finishing the stories that are not completed, we would slowly begin to work on stories that have not been touched in Priority order. As this development will

be after the class has ended as well, we will add new user stories as we finish others, when we want to implement new features into the game.