**Prioritized Feature List**

**(P1) Game scene**

* (P1) Movement of the background and the bottom surfaces (gaps are present)
* (P1) Jumping ability of the character (with gravity)
* (P1) Animation of the character when jumping, running etc.
* (P3) Animation of the firestick burning
* Obstacles-
  + (P1) Gaps to jump over
  + (P1) Electric lasers (with movement toward the player)
  + (P3) Rockets (with movement towards the player)
  + (P3) Firestick
* (P2) Radian Crystals
* Collision detection with-
  + (P1) Gaps to jump over
  + (P1) Electric lasers
  + (P2) Radian Crystals
  + (P3) Rockets
  + (P3) Firestick
  + (P3) Powerups
* (P1) Lives left display (3 lives to start with)
* (P2) Score display (score depends on the number of Radian Crystals collected)
* (P3) Sound effects
* (P3) MEGA jump ability
* (P3) Teleportation of the player
* (P3) Powerups

**(P2) Main Scene**

* (P2) Title of the game
* (P2) Start button
* (P2) Help and Options button
* (P3) Sound effects

**(P2) End Scene**

* (P2) Score display
* (P3) High score display
* (P3) Time survived display
* (P3) Restart button
* (P3) Sound effects

**(P3) Help and Options Scene**

* (P3) Information as to the controls of the game
* (P3) Option to change the volume
* (P3) Back button
* (P3) Sound effects

**(P4) Story Scene**

* (P4) Story and information of the game (text and graphics)
* (P4) Play button
* (P4) Sound effects
* (P5) Back Button

**(P5) Sign-up Scene**

* (P5) Sign-up functionality (w/error checks like symbols being inputted in the name)

**(P5) Login Scene**

* (P5) Login functionality

**Version Guide**

**V1**

**Game Scene:**

* Movement of the background and the bottom surfaces (gaps are present)
* Jumping ability of the character (with gravity)
* Animation of the character when jumping, running etc.
* Gaps to jump over
* Electric lasers (with movement toward the player)
* Collision detection with:
  + Gaps to jump over
  + Electric lasers
* Lives left display

**V2**

**Game Scene:**

* Radian Crystals
* Collision detection with the Radian Crystals
* Score display (score depends on the number of Radian Crystals collected)

**Main Scene:**

* Title of the game
* Start button
* Help and Options button

**End Scene:**

* Score display

**V3**

**Game Scene:**

* MEGA Jump Ability
* Teleportation of the player
* Rockets (with movement towards the player)
* Firestick
* Animation of the firestick burning
* Powerups
* Collision detection with:
  + Rockets
  + Firestick
  + Powerups
* Sound effects

**Main Scene:**

* Sound effects

**End Scene:**

* High score display
* Time survived display
* Restart button
* Sound effects

**Help and Options Scene:**

* Information as to the controls of the game
* Option to change the volume
* Back button
* Sound effects

**V4**

**Story Scene:**

* Story and information of the game (text and graphics)
* Play button
* Sound effects

**V5**

**Story Scene:**

* Back button

**Sign-up Scene:**

* Sign-up functionality (w/error checks like symbols being inputted in the name)

**Login Scene:**

* Login functionality