Bugs/Features that need finishing.

* Glitch where door spawns and player cant jump.
* Scene doesn’t change to end scene when collides with door.
* Score isn’t linked from player script to score script.
* Array for pages to spawn, perhaps different pages worth different points?
* Player doesn’t die and game doesn’t end. (might be because was loading from game scene)

Tasks

Henry: Background looping.

Exit collision/door.

Spawn pages array/list. If enough time left each page worth different points.

Alex: 1 hour management tasks.

3 hours for the forest background.

2 hours for characters.

Heather: 1 hour to link menu/main/end scenes

1 hour Leaderboard linked to score.

2 hour presentation

2hour compiling/ playtesting.