User story	**Acceptance Tests**		**How we achieved.**	
US01 - Zero business value	-	1.5		
US02 - A graphical game menu allows player to start and exit a game	[-] There is a graphical menu to Start and Exit from the game [-] The game menu is drawn using the SDL API [-] Player uses the mouse and/or the keyboard forchoosing an option		We achieved that milestone by creating a class that works for every scene(main,pause,credits) called MenuButtons, and another class called collider that work as a collider for the buttons that we use on the menu.	
US03 - A graphical game interface displays the game information	[-] The game interface uses a bar game or floating elements [-] The minimal information to display is the score and one data from the Player		We made a class called Health, that have a sprite of a heart and two coordinates. In the class mainCharacter, there is a dinamic array of hearts that changes depending on the character actual status of life.	
US04 - The world's terrain is displayed using 2D elements	[-] The game engine draws the terrain using the basictilemap concept (a 2D matrix) [-] The world size is bigger than the screen size		We used a 2 dimensional matrix of the class Tile that saves the information of the layers in form of an integer. This Matrix can be found in the class terrain, that does have everything that we need for the terrain.	0.5
US05 - Player visits the world	[-] Player moves a character through the world using the keyboard (i.e. wasd) [-] The camera follows the Player		We achieved that, with the class terrain and the class MainCharacter, when the MainCharacter moves, the terrain moves on the oposite way. Also the terrain just paints what it needs to be Paint, only the part that can be seen for the player. The player has limited move on the camera limits, but the terrains continues as it's bigger than the camera.	

Hemos colocado la última columna, explicando todos los procesos que hemos seguido para conseguir las 5 milestones.

Atentamente, Uroboros.