WiedźMario BackLog

As a user I want to have core of application, so that I can move across application

As a user I want to have model of hero

As a user I want to have hero that can move

As a user I want to have groundwork so that hero can move on it

As a user I want to have interaction logic between hero and groundwork, so that hero will be able to interact with environment

As a user I want to have hero that can jump

As a user I want to see textures in game

As a user I want to have move animation of hero

As a user I want to have possibility to destroy elements

As a user I want to have enemies in game so that hero and enemies can attack each other’s

As a user I want to see animation on hero death

As a user I want to see animations during interactions between hero and enemies

As a user I want to have multiple number of levels

As a user I want to have limited number of hero’s lives so that game will end when hero will die 3 times

As a user I want to have main menu in game so that I can choose between options

As a user I want to have sounds in game

As a user I want to have points counter on screen

As a user I want to have results screen, so that I can check mine score after end of game