**Iteration Two Planning**

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**CSCI 313**

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**Completed Features:**

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| **Feature:** | **Implementer:** |
| Created canvas. | Ben |
| Created ocean floor. | Ben |
| Add ocean background. | Ben |
| Added gravity (don't allow sprite to fall through ocean floor). | Aaron |
| Make smooth keyboard controls (arrow keys to swim around/hold down to sink faster). | Aaron |
| Don't allow the sprite to swim above screen. | Ben |
| If the sprite goes “out of bounds” to the left or right, it teleports the sprite to opposite side similar to Pacman. | Aaron |
| Created swimming man sprite. | Aaron |
| Created oxygen tank sprite. | Ben |
| Created remaining oxygen bar. |  |
| Make sprite turn left and right with correct direction. | Ben |
| Created platforms as Rectangle shape objects (thus if the sprite is standing on the platform, gravity does not affect it). | Ben |
| The sprite can swim up through the bottom of a platform, and can go down through a platform only by using the down arrow. | Aaron |
| Made collision with platforms into a reusable set of methods. | Aaron |

**Backlog:**

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| **Feature:** | **Implementation time frame:** | **Assignment:** |
| Add collisions with Oxygen tank. | 2nd Iteration | Ben |
| Move Oxygen tank to different location. (randomize where tank spawns) | 3rd Iteration | Ben |
| Refill Oxygen bar | 3rd Iteration | Aaron |
| Add score (number of Oxygen tanks collected) | 2nd Iteration | Ben |
| Change oxygen bar to be on the canvas (rather than using HTML). | 3rd Iteration | Aaron |