# Task Breakdown

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| **Pei Sheng’s Task** | |
| **Task** | **Status** |
| Level Generation | Completed for Normal Stage |
| Fonts | In Game Text |
| Scoring | Completed |
| Game Objects | Player & Obstacles only |
| Sprite animation | Background only |
| Restart game | Not Completed |

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| **Nicholas’s Task** | |
| **Task** | **Status** |
| Control | Completed |
| Game mode | Able to transition to each mode’s Start Screen |
| Menu Screen | Completed |
| Audio | Controls only for BGM, no SFX yet |
| Scene manager | Completed |
| Collision | Player and Obstacle collision only. |