* Create artwork for application
* Implement a Game Over screen with exit button for navigation to the User Profile screen
* Link Game Over screen to User Profile screen
* Implement a Time’s Up and Treasure Depletion screens
* Link Time’s Up and Treasure Depletion screens to the End Game screen
* Implement a End Game screen with Scoreboard listing specific game User Names and respective scores, User In-Game Achievements, and Leaderboard navigation button
* Implement a Leaderboard screen displaying the User Names and Scores for the overall top user scores
* Link End Game Leaderboard button to Leader Board screen
* Link Game Play screen to Ghost Action screen
* Link Ghost screen to Game Play screen
* Implement Out of Bounds screen
* Implement Game Map Boundary Action screen
* Link Game Play screen to Game Map Boundary Action screen
* Link Game Map Boundary Action screen to Out Of Bounds and Gameplay screens
* Link Out of Bounds Screen to User Profile screen
* Link Ghost Action screen to Game Over screen
* Code algorithm for application response and actions upon user encountering
  + Ghosts
  + Game map boundaries
* Code algorithms for user action/input upon encountering
  + Ghosts
  + Game map boundaries
* Create Audio Notifications for following screens:
  + Gold Coin, Treasure, Ghost, and Game Map Boundary Action screens
  + Out of Bounds
  + Game Over
  + Game End
  + Game Start Countdown
* Create Audio and Animation Notifications for following application actions
  + Gold Coin Collection
  + Treasure Collection
  + Game Play Start
  + Game Top Score Achievement
  + Overall Top Score Achievement