**Product Backlog for Project 3 and 4**

|  |  |  |
| --- | --- | --- |
| **Features** | **Complexity (1-10)** | **Time (hrs.)** |
| Level/user Interface | 4 | 20 |
| Generic game object | 3 | 5 |
| Protagonist specifications | 4 | 8 |
| Different boss specifications | 4 | 10 |
| Movement/physics specifics | 3 | 3 |
| Timing/delay | 6 | 4 |
| Room creation` | 5 | 8 |
| Character/level art | 3 | 15 |
| Using sprites for characters/images | 6 | 10 |
| Animations | 7 | 12 |
| Audio | 2 | 8 |
| Splash Screens (start/end/menu) | 3 | 15 |
| Different level/environment specifications | 5 | 15 |