**Sprint Backlog for Project 3**

* Engine design:
  + Rendering
  + Implementing game objects
  + Moving/physics
  + Sprite creation/rendering
* Game specifics:
  + Game objects
    - Basic artwork
    - Boss
      * EECS professors are the bosses, their classes are the levels
    - Protagonist
      * Ranged attack
      * Health represents your percentage in a class
    - Projectiles
  + Timing/delay
  + The game loop
    - Main menu, game, pause states
    - Update/render character position
  + Combat mechanics
    - Bullet Hell style game, protagonist fires projectiles
* Basic user interface
  + Protagonist and Boss on the screen, basic combat