March 31, 2016

**Game Requirements** Listed by importance

1. Player Attack Functions: getting the player to attack enemies is the next part of our own game, otherwise we lose the rest of the story
2. Specialized level designs: we need to adjust the board manager or get rid of it in order to have levels that are unique instead of the same board rerolled
3. Level Transitions/ Start Screen: title screen and either animations or just frame(s) that enable upon reaching the exit in order to provide transitions necessary for the RPG feel
4. Official Sprites: this can be done last, it only takes some hours to make pretty sprites but for the sake of time we can just use some simple and crude sprites for the sake of getting the functions down and replacing them later

**Non Essential Requirements** (Due to Lack of time)

1. Removal of turn base movement
2. Replace food consumption per move with a health bar/meter with a maximum value
3. Misc. Sound EFX

**Dead Lines** (Red is for pitch)

April 4th: Continuous Integration; includes another pitch based on survey information and unit testing

April 8th: Player Attack

April 11th: Specialized Levels and Level Transitions

April 15th: Official Sprites for levels 1 - 3