Things that need to be done by Client Presentation

- For the quiz, create different quiz images, and then, depending on the image, determine what

keypress will result in the successful advancement of the game

We need to make sure we know what question we are on during the quiz so we know what answer

is appropriate

Other things to do

* Create a start menu
  + This menu should have difficulty settings and a tutorial option
  + Also a “Quit Game” option
  + This is probably where that layout manager stuff fits in
* Create a score window that updates based on what happens in the game
* Create a health bar that decreases if you hit a Native species, (And can be refilled by a power-up?)
* Make the endgame screens prettier (this is easy)
* Get the native species in the dang game, currently its only invasive species and trash, there needs to be something to avoid
* Update UML to reflect all of the changes we have been making
* Get tests written so that we have a good % of code coverage
* Finalize javadoc comments so that we can generate the HTML files
* Have a timer so that even if you keep the health at 100, the game ends at some point.
  + The actual timer itself is there currently, we just need to have it represented more visually than it already is.
* For our tutorial
  + Make sure it’s interactive. Make it like a sample game state, here’s a sample tutorial method, open to suggestions!
    - One by one, the different object types will come onto the screen
    - Have the player run into each one, and then have a popup saying real quick what will happen for each one
    - From there, have them launch right into the game, or go back to the home screen where they can start the game
    - Again, suggestions on better tutorials can be made, this was just an idea I had
  + Make sure it’s understandable
    - DON’T USE TOO MANY WORDS! THE KIDS JUST WANT TO PLAY THE GAME
    - Make the fish move fast, and maybe restrict the player’s movement so they have to run into each object or something. Make sure they definitely learn what each type of object is
* Let’s find a way that they can identify each of the good and bad things other than just the tutorial as well. Maybe have a reference list on a side?