Py Five Sprint Backlog

Game Window and Load Background Create Window Write Code Image **Background** S Label Window Refresh Background Create Player Player Movement Refresh Player **Player Character** Class Prevent Player Load Player S from Leaving Write Code Image Screen Create Enemy Spawn Multiple Vertical Movement Class **Enemies Enemy Character** S Load Enemy Image Horizontal Movement Write Code Create Shot Projectile Movement Write Code **Player Shooting** Class Load Shot Projectile Collision S Image Check Projectile Collision Write Code with Enemy **Collision Detection Enemy Collision** S with Player