Product Backlog

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As a <char type>	I want to <do something>	so that I can <achieve an end result>	Notes	Priority	Status
Player	play a game that runs smoothly	enjoy the game		Middle	
Player	use the arrow keys	move the bomber man around the map		High	done
Player	play against other people online	test my skill against real people.	The network is local and the server is the game instance itself.	High	done
Player	know the number of monsters currently alive	know how many more I have to kill		Low	done
Player	chose between single player and multiplayer	chose how I want to play the game		Middle	done
Player	be able to win or lose	have a purpose to play the game		Low	done
Online player	know how many people are playing with me	decide on my strategies		Middle	done
Online player	limit the number of players to maximum 3 players	have a better chance of winning and have a balance game		Low	done
Online player	host a game online	challenge other people		Middle	done
Online player	connect to a game hosted online	play against the challenger		Middle	done
Online player	start the game at different locations on the map withe my enemies	collect more power before meeting him		Middle	done
Host	be the only person to start the game	have absolute authority wither or not to start the game.		High	done
Client	enter the IP address of the host	connect to the host player		Middle	done
Game object	know when I collide with another objects	react accordingly		High	done
Bomber man	power up	be stronger and kill monsters faster and defeat other players		Middle	done

Bomber man	plant bombs	kill monsters, destroy walls and defeat other players		High	done
Bomber man	move around the map	find and defeat other monsters and players		High	done
Monster	kill the player when I touch them	defeat the player	If have time, should create more than one kind of monster.	Low	done
Monster	move around the map	kill the player easier		Middle	done
Bomb	wait a short amount of time before explode	give the bomber man time to hide		Middle	done
Bomb	explode	destroy other objects		High	done
Wall	block the movement of other objects	limit their movements and make the game more challenging		High	done
Wall	block the explosion	protect behind objects in the game		Middle	done
Power up	be absorbed by the bomber man	power up the bomber man		Middle	done
Power up	power up the bomber man in term of speed, bomb limit or explosion size	make the bomber man stronger		Middle	done
Map	have walls randomly	limit monsters' and bomber man's movement.		Middle	done
Map	spawn monsters occasionally	defeat the player easier		Low	done
Game designer	animate game objects	make the game look livelier and more interesting		High	done
Game designer	have background music	boost the player's experience when playing the game		Low	done
Game designer	have sound effects	boost the player's experience when playing the game		Low	done
miscellaneous				High	
Set up Git				High	done
Debug			Just play the game and find as many bugs as we can.	Low	done