**Graphics Sets:**

Basic blocky

8-bit

16-bit

Modern

**Start**

**Phase 1:**

Graphic Set: Basic Blocky

Mechanics: Left and right movement

Goal: Move to pick up upgrade

Reward: Jumping

**Phase 2:**

Graphic Set: Basic Blocky

Mechanics: Jump added

Goal: Jump over gap to get upgrade

Reward: Graphics upgrade

**Phase 3:**

Graphic Set: 8-bit

Mechanics: Enemies added in

Goal: Get past all enemies and boss to get upgrade

Reward: Plot added + graphics upgrade

**Phase 4:**

Graphic Set: 16-bit

Mechanics: Enemies more difficult

Goal: Get past enemies to obtain mount

Reward: Mount/weapon and vertical movement

**Phase 5:**

Graphic Set: 16-bit

Mechanics: Vertical movement

Goal: Defeat miniboss

Reward: Class up

**Phase 6:**

Graphic Set: 16-bit

Mechanics: Enemies have hitpoints/weaknesses

Goal: Defeat miniboss

Reward: Graphics upgrade

**Phase 7:**

Graphic Set: Modern

Mechanics: Same as before

Goal: Defeat boss, save tots

Reward: Win the game!

**END**

**SPRINT BACKLOG**

Collect graphics materials (most)

Be able to demonstrate a graphic/mechanic evolution

Be at Phase 3

Work out mechanics through stage 5