

User Stories	To Do	In Progress	Ready For Testing	Complete	Team Member(s)
As a user, I have a character				Research sprite classes	Laura, Mateen
				Create sprite classes	Mateen
				Make Player class extending Sprite	
As a user, I want to be able to move my character back and forth across the screen				Implement key input handling	Morgan
				Implement Game Loop that updates sprites	Laura
				Implement Platform class that can act as a surface for the character to stand on	Laura, Morgan
				Implement character physics (gravity, velocity, etc.)	Morgan, Laura
As a user, I want a background with a variety of objects				Create an interesting background image	Morgan
As a user, my character appears to run and jump like a real person				Research sprite animation classes	Mateen, Omar
				Implement sprite sheet based animation	Mateen, Omar
				Make animations happen upon certain conditions	Mateen, Omar
				Adjust velocity, gravity, etc. so movement looks dynamic, yet natural	Morgan, Laura
As a user, I want the game to have enemies and obstacles				Create Enemy class extended from Sprite	Laura
				Implement collision handling between player and enemies	Laura
				Implement a "falling through floor" mechanism	Laura
				Implement "lives"	Laura

				Create a variety of platforms with tricky drops	Morgan, Laura
				Populate platforms with enemies	Laura
As a user, I want objects in the game to be dynamic and interesting				Implement animation for coffee cups	Laura
				Implement animation for win flag	Morgan
				Make enemies move around on platforms	Laura
As a user, I can win or lose this game				Implement a losing mechanism that happens when 3 lives are lost	Morgan
				Implement a winning mechanism that happens when player reaches the end (win flag)	Morgan, Laura
As a user, I want to play a well-developed, finished game		Implement music			Mateen
				Implement a start/welcome screen	Morgan, Omar
	Implement sound effects				Mateen
		Create a well-developed story that the game follows			Omar
As a user, I don't want the game to be too easy or too difficult				Adjust velocity, collision padding, etc. and test thoroughly for difficulty	Laura, Morgan
As a user, I want to see some kind of measurement as to my level of success in completing the game				Display lives and coffee cups collected on the top of the screen	Laura
	Create a scoreboard				
	Implement an in-depth scoring mechanism				

As a user, I want the game to flow well				Implement a mechanism that allows a user to restart the game	Laura, Morgan
				Implement a mechanism that allows the environment to "scroll" as the user moves to the right	All
				Make sure background objects keep their correct position and velocity during scrolling	Laura, Morgan
As a user, I don't want any major bugs in my game		Fix bugs as they appear			All
		JUnit testing			Mateen