

User Stories	Tasks	Sprint 1: 4/9-4/16	Sprint 2: 4/16-4/23	Sprint 3: 4/23-4/30	
As a user, I have a character	Research sprite classes	1			
	Create sprite classes	2			
	Make Player class extending Sprite	1			
As a user, I want to be able to move my character back and forth across the screen	Implement key input handling	2			
	Implement Game Loop that updates sprites	4			
	Implement Platform class that can act as a surface for the character to stand on	4			
	Implement character physics (gravity, velocity, etc.)	2			
As a user, I want a background with a variety of objects	Create an interesting background image			4	
As a user, my character appears to run and jump like a real person	Implement sprite sheet based animation		4		
	Make animations happen upon certain conditions		4		
	Adjust velocity, gravity, etc. so movement looks dynamic, yet natural	1			
As a user, I want the game to have enemies and obstacles	Create Enemy class extended from Sprite		2		
	Implement collision handling between player and enemies		4		
	Implement a "falling through floor" mechanism		1		
	Implement "lives"			1	
	Create a variety of platforms with tricky drops		1	2	
	Populate platforms with enemies		2	2	
As a user, I want objects in the game to be dynamic and interesting	Implement animation for coffee cups			2	
	Implement animation for win flag			1	
	Make enemies move around on platforms		2		
As a user, I can win or lose this game	Implement a losing mechanism that happens when 3 lives are lost			1	
	Implement a winning mechanism that happens when player reaches the end (win flag)			2	
As a user, I want to play a well-developed, finished game	Implement music			2	
	Implement a start/welcome screen			1	
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			1	
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			1	

As a user, I want the game to flow well	Implement a mechanism that allows a user to restart the game			2	
	Implement a mechanism that allows the environment to "scroll" as the user moves to the right		4	2	
As a user, I don't want any major bugs in my game	Fix bugs as they appear	4	8	8	
		Sprint 1	Sprint 2	Sprint 3	All
	Total Points:	21	32	32	85