

To do	In Progress 0 / 50	Done	Blockers 0 / 5
		<div>KA Searching best suiting images for background</div>	
		<div>SP Display player in the screen</div>	
		<div>A The score should be updated (increased or reduced) depending on the attacks.</div>	
		<div>PCY Enemy should attack on the player</div>	
		<div>PK Move towards lucky charm and touch</div>	
		<div>PK See negative power</div>	
		<div>PK Negative power touch - loose point</div>	
		<div>PK Players gets extra lifeline on lucky charm touch</div>	
		<div>PK Score on negative power touch</div>	
		<div>PK Heathbar update on lucky charm touch</div>	
		<div>A The player should be able to reach the end of the level 1.</div>	
		<div>PK Level Complete Display</div>	
		<div>PCY Enemy should spawn to attack on player</div>	
		<div>PK Player touches lucky powers- gains points</div>	
		<div>SP Animating a player icon with unity asset</div>	
		<div>PK Gain extra lifeline on lucky charm touch</div>	
		<div>A The player should be able to complete the level 1.</div>	
		<div>PK Player move towards and touch</div>	
		<div>A The score should be stored in some form and should be carried forward to the next levels.</div>	
		<div>SP Player needs to be defeated</div>	

► Start tour

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		<div>PCY Enemy should spawned randomly</div> <div>SP Player needs to win</div> <div>SP Lifeline should decrease if player gets hit by an opponent</div> <div>PCY Enemy should walk towards the player</div> <div>SP Integrate player with all the components(Demo version)</div> <div>KA Implement Command pattern for Start and Quit Buttons for game</div> <div>PCY Add sound for enemy die</div> <div>KA Start Screen with Game Start button, Sound and Back Ground</div> <div>SP Create an ad video for the game</div> <div>SP Integrate with lucky power component</div> <div>SP Player's label on the screen</div> <div>SP Display player with property</div> <div>SP Player attacks (Integrate with opponent component)</div> <div>SP Player jump in the screen</div> <div>A The player should complete the level 1 after killing all the enemies and passing all the hurdles.</div> <div>KA Implemented Prototype pattern for moving clouds creation</div> <div>KA Implementing Composite pattern for the background object</div> <div>SP To make the player cross their hurdles</div> <div>SP Implement a good design using pattern to integrate sound and player</div> <div>KA Background should be displayed throughout the game until the game ends.</div>	

Start tour

To do

In Progress  
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Background should match the sound effects.

A  
The score should be displayed in a box.

SP  
Player movements in the screen.

SP  
Increase/Decrease in lifeline should reflect in the game screen

KA  
Make Background appears clearly through out the game

PCY  
Select suitable image for the enemy

PCY  
Searching best suiting images for Enemy actor

SP  
Add sounds for player movements (jump)

PCY  
Select sounds that are suitable for the enemy component

PCY  
Add sound for enemy attack

PCY  
Display enemy in the screen

PCY  
Enemy's label on the screen

A  
The score should start from 0 and the UI should display the score clearly.

PK  
Select suitable image for lucky charm and treasure

PK  
Treasure Display

PK  
Player mover towards lucky power

PK  
Player see lucky power



PK  
Droidfoot feasibility

PK  
Scores update on lucky power touch

PK  
Player sees lucky charm

SP  
Add sounds for player attacks (getting hit)

► Start tour

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		<div>SP Add sounds for decrease in healthbar</div>	
		<div> SP Player need to make use of properties to cross hurdles</div>	
		<div>SP Player losing hits should reflect in his lifeline status</div>	
		<div>SP Add sounds for player movements (walk)</div>	
		<div>KA background should make use of dynamically changing components</div>	
		<div>KA Background should make use of multiple objects</div>	
		<div>SP Displaying the lifeline component in the game screen</div>	
		<div>SP Lifeline should increase if player touches a specific lucky charm (Integrate with lucky power component)</div>	
		<div> SP Integrate with score component</div>	
		<div>A The player should not be able to complete the level if he/she loses.</div>	
		<div>SP Select sounds that are suitable for the player component</div>	
		<div>A The score should reduce when coming in contact with negative powers</div>	
		<div>SP Select suitable image for the healthbar component</div>	
		<div>SP Handling the treasure display on the screen (Player update)</div>	
		<div>PCY Implement a good design using pattern to integrate sound and enemy</div>	
		<div>SP Add sounds for player attacks (hit enemy)</div>	
		<div>SP Design Patterns for Player, healtbar and game progress component</div>	
		<div>PCY Enemy should perform movement in the screen</div>	
		<div>PK Player takes treasure</div>	<div>Start tour</div>

To do

In Progress

0 / 50

Done

Blockers

0 / 5

KA

Initial integration with other components

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