



To do

In Progress
16 / 50

Done

Blockers
0 / 5

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

To do	In Progress 16 / 50	Done	Blockers 0 / 5
		<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>SP Add sounds for player attacks (hit enemy)</div>	
		<div>SP Design Patterns for Player, healthbar and game progress component</div>	