

$\frac{1}{2}$

To do

The score should reduce when contact with enemy powers

To do

Done

In Progress

Blockers

Done

Blockers

20 / 50

0 / 5

0 / 5

Select suitable image for lucky charm and treasure

Treasure Display

PK

Player mover towards lucky power

PK

Player see lucky power

PK

Add sounds for player attacks (getting hit)

SP

Add sounds for decrease in healthbar

SP

📁

Player need to make use of properties to cross hurdles

SP

Player losing hits should reflect in his lifeline status

SP

Add sounds for player movements (walk)

SP

► Start tour