To do

- Player jump in the screen
- Player's label on the screen   SP
- 📆 4   SP   Integrate with lucky power component
- 📆 4   SP   Player need to make use of properties to cross hurdles
- PK   Treasure Display
- SP   Select suitable image for the healthbar component
- PK   Level Complete Display
- PK   Player see lucky power
- SP   Lifeline should increase if player touches a specific lucky charm (Integrate with lucky power component)
- PK   Scores update on lucky power touch
- SP   Add sounds for player movements (walk)
- PK   Gain extra lifeline on lucky charm touch
- SP   Add sounds for player attacks (getting hit)
- PK   Player move towards and touch
- PK   Negative power touch - loose point

(second column of To do)
- SP   To make the player cross their hurdles
- SP   Player attacks (Integrate with opponent component)
- 📆 8   SP   Integrate with score component
- 📆 5   SP   Player needs to be defeated
- 📆 4   SP   Player needs to win
- SP   Displaying the lifeline component in the game screen
- PK   Player takes treasure
- SP   Player losing hits should reflect in his lifeline status
- SP   Lifeline should decrease if player gets hit by an opponent
- PK   Player mover towards lucky power
- PK   Player touches lucky powers- gains points
- SP   Increase/Decrease in lifeline should reflect in the game screen
- SP   Select sounds that are suitable for the player component
- SP   Add sounds for player movements (jump)
- PK   See negative power
- SP   Add sounds for player attacks (hit enemy)
- SP   Add sounds for decrease in healthbar
- SP   Implement a good design using pattern to integrate sound and player
- PK   Score on negative power touch
- PK   Move towards lucky charm and touch

In Progress
5 / 50

- PK   Player sees lucky charm
- PCY   Searching best suiting images for Enemy actor
- KA   background should make use of dynamically changing components
- KA   Background should make use of multiple objects
- A   The score should be stored in some form and should be carried forward to the next levels.

Done

- KA   Searching best suiting images for background
- SP   Display player in the screen
- SP   Animating a player icon with unity asset
- SP   Display player with property
- PCY   Display enemy in the screen
- KA   Background should be displayed throughout the game until the game ends.
- Background should match the sound effects.
- A   The score should be displayed in a box.
- SP   Player movements in the screen.
- KA   Make Background appears clearly through out the game

Blockers
0 / 5

▶ Start tour

To do	In Progress	Done	Blockers
	5 / 50		0 / 5

To do

PK
Players gets extra lifeline on lucky charm touch

A
The score should be updated (increased or reduced) depending on the attacks.

A
The score should reduce when coming in contact with negative powers

A
The player should be able to reach the end of the level 1.

PCY
Enemy's label on the screen

PCY
Select suitable image for the enemy

PCY
Enemy should attack on the player

PCY
Add sound for enemy attack

PCY
Implement a good design using pattern to integrate sound and enemy

KA
Start Screen with Game Start button, Sound and Back Ground

Implement Command pattern for Start and Quit Buttons for game

PK
Heathbar update on lucky charm touch

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

A
The player should be able to complete the level 1.

A
The player should complete the level 1 after killing all the enemies and passing all the hurdles.

A
The player should not be able to complete the level if he/she loses.

PCY
Enemy should perform movement in the screen

PCY
Enemy should walk towards the player

PCY
Enemy should spawn to attack on player

PCY
Add sound for enemy die

PCY
Select sounds that are suitable for the enemy component

PCY
Enemy should spawned randomly

KA
Implementing Composite pattern for the background object

KA
Implemented Prototype pattern for moving clouds creation

SP
Handling the treasure display on the screen (Player update)

▶ Start tour