As a...	I want to be able to...	So that...	Priority	Sprint	Status
Developer	Have our player be affected by physics	Obstacle avoidance requires timing	High	1	Done
Developer	Detect collisions between all objects in the game	Game events such as deaths can be executed	High	1	Done
User	Use a bison as the "default character"	There is a default character that will be used	Med	1	Done
User	Have at least two different ways of moving the character	There is a backup option for movement	Med	2	Done
User	Choose from multiple characters to play with	The player can express themselves	Low	2	Done
Developer	Create food for the bison to eat	The player can earn extra points	Med	3	Done
Developer	Allow obstacles to increase in speed as time goes on	The game gets gradually more difficult	Med	3	Done
User	Have the option to view a help menu	The player can learn how to play the game	Med	3	Done
Developer	Combine all aspects of the game and make the MVC	There is a working game that follows best coding practices	High	3	Done
Developer	Create sidescrolling and obstacles	The player has to react and respond in real time	High	3	Done
User	Have the option to play the game myself or see how the computer does	The player can test their skill against an NPC	High	4	Done
Developer	Add Spanish help instructions	The game is accessible for people who speak multiple languages	Low	4	Done
Developer	Create the AI button on the menu	The AI option can be switched on/off	Low	4	Done
Developer	Create the Menu MVC	The menu can be better organized	High	4	Done
Developer	Make the obstacles random each time they appear	There is more variety in the gameplay	Med	4	Done
Developer	Add background music and tone when jumping and eating carrots	The game is more engaging for players	Med	4	Done
Developer	Create the framework for the AI	The game can be played by an NPC	Med	4	Done
Developer	Create an AI which can interact with the controls in our game	The AI functionality works with the controls of the game	High	4	Done
Developer	Setting up the AI to learn how to play the game	The AI functionality is working completely	High	4	Done