



Theme	I want to...
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Fighter	4 player format
Menu	Select player count and instructions
Start game	Go to the game stage
Map	Have platforms and barricades
Players	Have 4 different sprites
Player actions	Sprites auto fire and have the ability to move up and down and left and right
players die	explosion and disappears from stage
Result	Show the remaining player as winner and congratulation background

So that...

Large groups can enjoy the game

Players can choose how players and know how to play

Players can get ready

Players don't die easily

Players can distinguish themselves

Players can move around

Players know whos still alive

Players know who won

Ben Kong and Sean Cornish

Superfighters Game

Notes	Priority
4 keys per each player	2
2-4 players and instructions	8
Start up page	7
Complex stage for strategy	4
Have separate sounds and color	1
Sprites have 3 life. (accumulator = 3)	3
Make explosion custome	5
Change background and wait 2 second til declaring winners	6

Status

the game is only functional for 2 players at the moment and each player has 3 keys (up, left, and right)
Menu offers tutorial and then when "Play" is clicked, player options appear. only 2 player possible so far
When button "2 players" is pressed, game starts and music plays
Platforms and barriers all work. wall, floor, and ceiling all work.
There are currently only 2 characters and they do not make individual sounds
Sprites autofire and can move around. they have 5 lives
When players lives=0 they explode and other player says "I Won!!!"
Background switches to confetti and winner is only sprite remaining

For help use these links:

<https://www.mountangoatsoftware.com/agile/scrum/product-backlog>

<http://www.mountangoatsoftware.com/uploads/blog/smaller-product-backlog.jpg>