

Name	Priority	Description	Estimated effort	Status		
Learn Python	0	Learn the basics of Python to properly code Flappy Jayhawk	5 hours	Complete	*abstract base class for powerups if that qualifies as	
Jayhawk	1	Create a controllable Jayhawk bird that will be the main character of the game	15 hours	Complete		
Background Objects	2	Create objects that act as obstacles to the Jayhawk	3 hours	Complete		
Collisions	2	Test for collisions between objects, namely bird and pipes	6 hours	Complete		
Fixing bugs	2	Test for incorrect collisions, incorrect draws, logic that crashes program, infinite while loops	9 hours	Complete		
Improve movement	3	Acceleration, rotation of jayhawk	6 hours	Complete		
Text Objects	3	Allow users to add text to the screen (used in menu/gameover screens)	2-3 hours	Incomplete		
Menu	3	Create a start menu that will allow the player to see the creators and press certain buttons to start the gam	1 hour	Complete		
Gameover Screen	3	Create a screen that is displayed when the player loses and give them the option to play again	1 hour	Complete		
Difficulty management	4	Ensuring game is not too difficult and not too easy	4 hours	Complete		
Scrolling background	4	Create a scrolling background image that loops infinitely	1-2 hours	Complete		
Convert to exe	5	Convert the .py to .exe executable file	<1 hour	Incomplete		
Documentation	5	Create documentation and diagrams	3 hours	Complete		
Add new backgrouds	6	Add new backgrounds to enhance gameplay	1 hour	Complete		
Add new difficulty levels	6	Add a total of 3 difficulty levels to make game more fun	4 hours	Complete		
Fixing text bugs	6	Test for ways text messes up draws on other objects or incorrect font	8 hours	Incomplete		
Scoring system	6	Create a way to keep track of pipes passed without taking damage	1 hour	completed		
Sound effects	7	Attach sound effects to collisions and other such events	3 hours	completed		
Score database	8	Put scores into MySQL database	4 hours	Incomplete		
Powerups	9	Create small circles that, when collided with, give power ups to the Jayhawk	8 hours	completed		
Extendable interface	10	Make an interface from the classes	3 hours	completed*		
Advertising and deployment	11	Make game known and create user manual, then place game onto an available platform for users to obtai	5 hours	completed		
Add physics and particle effects	12	When the Jayhawk collides with something, a huge explosion happens sending debris flying everywhere	>10 hours	Incomplete		
Custom game options	13	Change fps, gravity, etc.	6 hours	Partially Complete		
Level maker	14	Allow custom user creation with jayhawk speed/collisions/powerups	8 hours	Incomplete		
Online play	15	Allow players to play with each other from different computers	>10 hours	Incomplete		
Fixing other bugs	16	Fixing for small visual bugs or other expansions	>10 hours	Partially Complete		
Advertising and deployment	11	Make game known and create user manual, then place game onto an available platform for users to obtai	5 hours	completed		
Add physics and particle effects	12	When the Jayhawk collides with something, a huge explosion happens sending debris flying everywhere	>10 hours	Incomplete		
Console commands	17	Allow users to type in commands to alter gameplay properties	3 hours	Incomplete		
Extending the game	18	Create maintenance plan and extend the game	5 hours	completed		