Task List:

Vincent:

Done:

* Switch button for vibration on off (options page)
* SpriteAnimation
* Images (Background, buttons, player, enemy ,etc)
* Player Jump
* Collision Detection
* Health
* Random enemy speed ( difficulty)

To be done/ not done:

* Stronger enemy fires projectile or is bigger in size
* Achievement Page
* Make player an enum once powerups are implemented
* Powerups\*\* (Split maybe implementing)
* Implement Facebook into game.

Tammie:

Done:

* Vibration
* Transition of pages
* Exit application upon back press (hardware)
* Drag and drop (to be used in the future)
* Game states
* Render FPS and Score
* Populate the XMLs(Splash Screen Animation)
* Sound
* Alert Dialog (Yet To Be Tested)
* Pause Button

To be done/ not done:

* Friend Page
* Avatar Page
* Gadget Page
* Lose page
* Win page
* Cash drops when spent.
* Link cash to score
* Stars (health left at the end of a stage) earned
* Powerups\*\* (Split maybe implementing)