

Product Backlog

What tasks do I need to complete in order to have my game working?

Come up with your “wish list” of tasks and features for your game:

Graphics:

What graphics do you need to make? Eg: character

(List here)

- Comic Character 1
- Comic Character 2
- Comic Character 3
- Main Character
- Backgrounds

Interface:

Whole parts of the interface? Eg: background, scene 1

(List here)

- Title page
- [Start Button](#)
- First Level
- [Fighting Buttons](#)
- [Menu Button](#)
- [Question Buttons](#)
- Second Level
- [Menu Button](#)
- [Question Buttons](#)
- Third level
- [Menu Button](#)
- [Question Buttons](#)

Programming Components:

What components do I need to develop. (Remember these should be whole things you can complete and test functionality)

(List here)

- Animated Character
- Animated and fighting comic characters
- [Fight By their selves](#)
- Firing Bullet/items
- Health and power gain and loss
- Buttons that only function if you have a certain amount of power