

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

Main character sprite and animation

Mimic enemy sprite and animation

Main Enemy sprite and animation

Ingots sprites (Copper, iron, gold, titanium)

Blocks for the walls

Ladder sprite

Background

Interface:

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

Background

Level 1

Level 2

Level 3

Level 4

Level 5

Controls using buttons

Textbox not appear when pick up ingots to teach people about them.

Programming Components:

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

Animating main character

Animating enemies

Swinging pickaxe

Collecting ingots to upgrade pickaxe