Milestones and Schedule

***Milestones***

1: Put in the art assets, platforms, and wall.

2: Put in player (player, camera, moving mechanic, health system) and enemy (enemy sprite, damage and health system)

3: Put in sounds.

4: Put in sword swing mechanic.

5: Fine tune, polish up, fix bugs if haven’t already in previous milestone stages.

***Schedule***

Day 1: Start filling out asset list and make observations about every detail in the game, prepare to put together.

Day 2: Put in the basics and foundations of the game. Try to put in complicated mechanics, putting in sounds as a break. Try to be quick enough to put in the sword swinging and hits mechanic. Try to fine tune as appropriate if you implement it roughly quickly.

Day 3(if given): Fine tune, polish up, fix bugs.