*Iteration 1 is the only one with set dates; I don’t know the timeframes on iteration 2 and Beta Testing, but they are sorted from most important to least important.*

**Iteration 1**

*Alex*

Feb 29 - Mafia events added

Feb 29 - Rogue Scientists events

Feb 29 - Time Anomaly events

Mar 7 - 10 miscellaneous events

Mar 7 - Protestors events written out

Mar 7 - Diplomats events written out

Mar 7 - Robots events written out

*Kiki*

Feb 29 - Button sound effects

Feb 29 - Main character aging

Feb 29 - 5 miscellaneous characters

Feb 29 - Menu music

Mar 7 - Mafia characters

Mar 7 - Rogue Scientist characters

Mar 7 - Time Anomaly character

*Ajante*

Feb 29 - Gameplay background

Feb 29 - Main menu background

Feb 29 - Victory screen background

Feb 29 - Defeat screen background

Mar 7 - Character colorations

Mar 7 - UI drafts

Mar 7 - Mafia comic

**Iteration 2**

*Alex*

Protestors events

Diplomats events

Robots events

MANY miscellaneous events

*Kiki*

Miscellaneous characters from Vertical Slice and Iteration 1

Protestors characters

Diplomats characters

Robots characters

Particle effect drafts

*Ajante*

Character coloring from Vertical Slice and Iteration 1

Rogue scientists comic

Time anomaly comic

Protestors comic draft

Diplomats comic draft

Robots comic draft

**Beta Testing**

*Alex*

Miscellaneous events

Particle effect implementation

Run playtesting; main factor being lowering max days from 100 to 50

*Kiki*

All story arc characters

Miscellaneous characters

Audio on all scenes

*Ajante*

Character coloring

All background scenes

Protestors comic

Diplomats comic

Robots comic