

WEEKLY IMPLEMENTATION PLAN FOR FINAL YEAR PTROJECT

Dates

Weekly Submission

28 Feb

GitHub Task

7 March

Start, Reset, Quit

14 March

Sound, Help, Blocking attack

21 March

Life Management , Level Management

28 March

Map

4 April

Player success, Player Death

11 April

Level Failure , Enime Death

18 April

Score, Weapon Management, Game Manager

25 April

Mini Map

2 May

Testing

9 May

Deployment

16 May

Viva
