2D Sandbox Game

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			Proposal 19 Together: proposal ideas	*Proposal* 20 Khush: submit proposal	*Calendar* 21 Together: Make the calendar	*Design* 22 Together: continue of calendar
Design 23 Together: continue of calendar	*Design* 24 Together: Make the class trees for the objects in the game	*Programming* 25 Khush: Character class Kian: Block Class, blocks subclasses	*Programming* 26 Khush: Player and Mobs subclasses Kian: Biomes, biome subclasses	*Programming* 27 Khush: Start on the controls Kian: Tiling system for blocks	*Programming* 28 Khush: Continue on the controls Kian: Continue tiling system	*Programming* 29 Khush: Terrain generation Kian: Resource blocks
Programming 30 Khush: Terrain generation Kian: Biome prefabs	*Programming* 31 Khush: Terrain generation Kian: Biome prefabs	*Art* 32 Khush: Character design Kian: Block design	*Programming* 33 Khush: Picking Up Kian: Breaking blocks	*Programming* 1 Khush Placement system Kian: Show blocks in inventory	*Programming* 2 Khush: Placement system Kian: Mob behaviour	*Programming/Art* 3 Khush: Replacing sprites Kian: Mob behaviour
Art 4 Khush: Replacing general blocks with sprites Kian: Other Game Sounds	*Music* 5 Khush: Work on all music Kian: Other game sounds	*Programming* 6 Khush: Animations Kian: Menu System	*Art/Saving* 7 Khush: Animations Kian: Saving System	*Debugging* 8 Together: Check for errors and game flaws	*Debugging* 9 Together: Check for errors and game flaws	*Debugging* 10 Together: Check for errors and game flaws
Debugging 11 Khush: Continue debugging Kian: Record the video for the demo	*Commenting* 12 Together: Comment code to RHHS standard	*Commenting* 13 Together: Comment code to RHHS standard	*Backup* 14 Backup day, just in case anything goes wrong.			