

Update Milestone

Week 6 (3/18 - 3/24/2015) - Game Mechanism

- Develop item switching mechanism
 - Show number of remaining items
- Enrich throwing item types (at least 1)
- Enrich level design
 - Design level layout for level 2

Week 7 (3/25 - 3/31/2015) - Level selection / Level 2

Week 8 (4/1 - 4/7) - Refine item / obstacle design

Week 9 (4/8 - 4/14) - Level 3 / Polish interactions

Week 10 (4/15 - 4/21) - Level 4

Week 11 (4/22 - 4/28) - Level 5 / Game test / Final refinement