1. **Design Pillars**
   1. These are foundational ideas that we can turn to when we have questions about…
      1. What the game should feel like.
      2. What the game should look like.
      3. What the game should sound like.
      4. What features the game should have.
      5. How [x feature] should behave.
      6. How difficult the game should be.
   2. Simpler is better, so no more than **3 Pillars**.
   3. Lee and I will discuss these and keep you posted about when we decide on three that we feel excited about.
2. **Development**
   1. Sprints
      1. Two-week periods
      2. Teams and sub-teams are assigned specific tasks to complete by the end of the sprint
   2. Milestones
      1. **First Playable** | Mid Fall Sem | In this Build:
         1. Player can move around
         2. Player can transition between scenes
         3. Dev panels on screen display basic information about the game state
         4. Placeholder art
      2. **Pre-Alpha** | End Fall Sem | In this Build:
         1. Most systems are developed and working
         2. Core loop
            1. Can be played through
            2. Nearly complete, a few additional things to fix / add
         3. Some placeholder art
      3. Alpha | Early Spring Sem | In this Build:
         1. “If you squint, you can see it.”
         2. All systems implemented
         3. Core loop is functional
         4. Some placeholder art
         5. Placeholder UI
         6. Testing begins
      4. **Beta** | Mid Spring Sem | In this Build:
         1. Playtesting
         2. Fixing bugs
         3. THAT’S ALL. NO NEW CONTENT DURING THIS PHASE
      5. **Release** | End Spring Sem | In this Build:
         1. It’s finished!