**Milestones**

16.April 2017

* Player Animation
* Level 1 & 2 Designs, Sprites & Implementation
* 1st Enemy Design Concepts
* 1 Level Sounds

30.April 2017

* Level 3 Design, Sprites & Implementation
* 2nd Enemy Design
* Sounds for Level 2&3

15.May 2017

* Level 4 Design, Sprites & Implementation
* 3rd Enemy Design
* Sound for Level 4

30.May 2017

* Level 5 Design, Sprites & Implementation
* Sound for Level 5