



			Oct '19							Nov '19														Dec '19																		
			24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1	2
<b>Project 3 bugs</b>	<b>11/04/19</b>	<b>11/08/19</b>																																								
Fix layering of objects and player	11/04	11/08																																								
Fix out of bounds knockback	11/04	11/08																																								
Fix diagonal hitboxes	11/04	11/07																																								
Add entrance door to room 2	11/04	11/05																																								
<b>Town</b>	<b>11/04/19</b>	<b>12/01/19</b>																																								
Design Overworld	11/04	11/06																																								
<b>Tilemap Overworld</b>	<b>11/04/19</b>	<b>11/08/19</b>																																								
Add forest path to tutorial	11/04	11/08																																								
Add houses	11/04	11/08																																								
Add path to dungeon	11/04	11/08																																								
Storyboard	11/04	11/06																																								
Add scene transition between your...	11/04	11/06																																								
Camera following player up until b...	11/04	11/08																																								
Beginning Cutscene	11/27	12/01																																								
<b>Necessary game additions</b>	<b>11/07/19</b>	<b>11/15/19</b>																																								
Death animation	11/07	11/08																																								
Player Health	11/09	11/10																																								
Game over screen	11/09	11/10																																								
Main menu	11/09	11/10																																								
Respawn (transform position to mo...	11/09	11/10																																								
Save progress on game reload	11/09	11/15																																								
<b>Dungeon 1</b>	<b>11/11/19</b>	<b>11/30/19</b>																																								
Design Layout/Puzzles	11/11	11/11																																								
Tilemap Dungeon Rooms	11/11	11/14																																								
Choose Mobs per room	11/11	11/11																																								
Decide how powerup helps beat d...	11/11	11/11																																								
Choose Mob drops	11/11	11/11																																								
Sword powerup	11/11	11/13																																								
Boss Room/Fight	11/14	11/18																																								
Dungeon 1 Entrance Transition	11/18	11/18																																								
Implement Mob Drops	11/12	11/13																																								
Implement each room once chosen	11/12	11/30																																								