	Milestone 1: Camera renders correct scene to canvas
	See commit: #08e2059

	Tests	Required result
1.1	• Open homepage	Correct flat-shaded scene is rendered based on camera position and direction.
1.2	• Change camera position and direction variable in code.	Correct flat-shaded scene is rendered based on camera position and direction.

	Milestone 2: Player movement
	See commit: #cad82f3

	Tests	Required result
2.1	• Open homepage	Correct flat-shaded scene is rendered based on camera position and direction.
2.2	• Use left/right keys to pan the player	Camera pans and the correct view is rendered.
2.3	• Use forward/back keys to move the player.	Camera moves and the correct view is rendered.
	Tests	Required result

	Milestone 3: Player-wall collision detection
	See commit: #4a41f7d

	Tests	Required result
3.1	• Move the player into walls	Player is prevented from moving through impassable map cells.

	Milestone 4: Texture rendering
	See commit: #0d908bd

	Tests	Required result
4.1	• Open homepage	Walls are now textured, not flat-shaded.

	Milestone 5: Object rendering
	See commit (initial rendering): #f42b1b9
	See commit (perspective correct): #6094469

	Tests	Required result
5.1	• Open homepage • Move player to a position with a visible object	Object is rendered to the screen in the correct position.

	Milestone 6: Player-Object collision detection See commit: #960a65f	
	Tests	**Required result**
6.1	• Move the player into objects	Player is prevented from moving closer to objects than Player + Object radius distance.

	Milestone 7: Player-Object interaction See commit: #2ef6a4a	
	Tests	**Required result**
6.1	• Move the player close to object • Press interact key	Object changes state. State change reflected in object frame rendering.

	Milestone 8: Mini-map rendering See commit: #92e1e5e	
	Tests	**Required result**
8.1	• Open homepage	Mini-map is rendered in correct position and with correct object locations.
8.2	• Move the player	Mini-map reflects player location change.

	Milestone 9: Game goals and win condition See commit: #7e3a440	
	Test	**Required result**
9.1	• Start learning mode • Try to interact with objects	Objects can't be interacted with.
9.2	• Start play mode • Try to interact with next object in goal list	Object can be interacted with. Current goal moves to next object.
9.3	• Try to interact with object that isn't the current goal.	Object can not be interacted with.
9.4	• Collect all objects in correct order.	Win condition detected.

	Milestone 10: Game state See commit: #cf5977f	
	Test	**Required result**
10.1	• Start game in learning mode • Pause and unpause game	Game should start in correct mode. Game should halt. Game should resume in correct mode.
10.2	• Start game in play mode	Game should start in correct mode.

	Pause and unpause game	Game should halt. Game should resume in correct mode.

Milestone 11: Touch controls

See commit (initial): #671708e

See commit (final): #c07d8b0

	Test	Required result
11.1	• Attempt to control player look through touch	Player view pans correctly on touch event.
11.2	• Attempt to control player move through touch	Player moves through map correctly on touch event.
11.3	• Attempt to interact with objects through touch	Objects are interacted with correctly on touch event.