

Milestone Schedule

	COLTON	BEN
MILESTONE 1	Finish Docs <ul style="list-style-type: none"> - GDD - TDD - Schedule - Responsibilities Start of SFML transfer <ul style="list-style-type: none"> - Look over and take note of SFML documentation 	Finish Docs <ul style="list-style-type: none"> - GDD Start of Prototype <ul style="list-style-type: none"> - Basic 8 directional movement - Start up structure - Player class
MILESTONE 2	SFML transfer switchovers <ul style="list-style-type: none"> - Graphicsbuffers - Sprites - Font - Color (pretty simple) - System - Animation - InputSystem 	Look into implementing an Object pool Basic main menu <ul style="list-style-type: none"> - Just have the four main options, maybe not fill for them Item Shop <ul style="list-style-type: none"> - Man appearing with shop - Player collision to buy stuff - Wallet system - Gaining money (just have a cheat key for now to add money) Attacking <ul style="list-style-type: none"> - Player shooting - Bullets - Bullet collision
MILESTONE 3	Finish SFML transfers if there still is any Score System <ul style="list-style-type: none"> - Basic score system like the one colton implemented in centipede 	More in-depth on the menu system <ul style="list-style-type: none"> - Adding the options paths - Options affecting the game - Options game file input and output

	<p>Tumbleweeds</p> <ul style="list-style-type: none"> - Adding to score - Wallet system incorporation - Adding money when shot - Creation and deletion - movement <p>Enemy System</p> <ul style="list-style-type: none"> - Enemy Movement - Enemy Attacks - Enemy data file input - Enemy Data file translations - Attack pattern choice system 	<p>Powerups</p> <ul style="list-style-type: none"> - Power up spawning in based on the bounded zone - Power ups colliding with the player - Power ups affecting the players attributes - Shotgun spread affect - Body armour affect - Coffee effect
MILESTONE 4	<p>Save system</p> <ul style="list-style-type: none"> - Have it save to a file - File output - File input from choice in the menu 	<p>Finish up anything with the menu system, do save system, help with any bugs</p>