**Week 11 (4/1 – 4/5)**

* Tech demo
* Player stays within bounds

**Week 12 (4/8 – 4/12) – Milestone 1**

* Basic graphics
* Basic audio
* Environment Input Selection

**Week 13 (4/15 - 4/19)– Milestone 2**

* Puzzle OO outline
* Inventory system

**Week 14 (4/22-4/26)– Milestone 3**

* Menu System
* Puzzle system(s)

**Week 15 (4/29-5/3) Final deliverable**

* Dialog System
* Cleanup