# Dark themed

# Level themes

## Level 1 Castle

## Level 2 Courtyard

## Level 3 Dungeon

# Characters

## Red

## Green

## Blue

# Track Development (josh)

## Early

## Gating system

# Kart movement (connor)

## Early

# Character/Kart Development (chris)

## not time critical

# UI

## Not time critical

# AI (TBD)

## Last step, depends on fully functional game

# Menu (TBD)

## Not time critical

## About

## Start

## Controls

## Options

# For 4/7/15

## One working level

## Character with animations working

## Kart collisions and controls flushed out