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| Date | Sprint Goal |
| February 27 | Art: Fixed tileset, GUI elements, animated player, weapon sprites  Code: Player animation, Controller Support, Game look and feel.  Project management: Bug tracking; Final Feature Set and supporting docs  Level Design: 7 stubs per person  Design: Action Indicators, GUI, Boss Designs, Fix the tutorial  **Process Alpha Feedback. Build required tech for Beta and Final. Fix Design Problems.** |
| *March 6* | Art: Final boss door. Static sprites complete.  Code: Implement all AI’s, implement new HUD elements/Action indicators. Implement revised tutorial.  Design: Lore/story and sound effects  Level Design: 7 stubs per person  **Level building - Dungeon, Hub. Fix Tutorial.** |
| March 13 | Art: As much animation as possible for enemies - prioritize common enemies.  Code: Implement story. Implement teleporter room. Implement door to final boss. Boss health bar. Implement audio.  Design: Lore/story finalized and sound effects nearly finalized (less some interactables)  Level Design: 7 stubs per person  **Beta** |
| March 20 | Art: Missing animation; missing weapon types; Title screen art. Controller/Keyboard for pause menu. Cube sprite [non-placeholder].  Code: Weather.  Design: cleaning up odds and ends in the story and audio  Level Design: 7 stubs per person  *TBD / BETA Feedback* |
| March 27 | Art: Missing animation; missing weapon types; Title screen art.  Level Design: 7 stubs per person  *TBD* |
| April 3 | Art: Missing animation; missing weapon types; Title screen art.  Level Design: 7 stubs per person  **Final** |