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| Date | Sprint Goal |
| January 30 | Start |
| February 6 | Design: Tutorial (Combat, Non-Combat)  Art: Hub tileset, Dungeon 1 enemy silhouettes, some static sprites, iteration #1 of player  Code: Building most missing tech (audio, textboxes, enemy)  Level Design: Implement first ½ of dungeon 1 rooms  Start dungeon 1 construction  HUD  **Game Prototype** |
| February 13 | Design: Final boss  Art: Dungeon 1 enemy sprites, character sprite changes when turning?  Code: Implement traps, Implement Dungeon 1 enemies  Level Design: Implement tutorial, Implement hub  Audio: Boss music, ambient sounds in dungeon 1 and hub, critical sound effects: related to player/combat  Hub Mostly Implemented |
| February 20 | Design: Dungeon 3  Art: Character walk animation. Dungeon 2 tileset.  Code: Hub and Dungeon 1 linked properly. Implement whatever moments/setpieces we can. Bugfixes.  Level design: Implement other ½ of rooms. Rebalance initial ½ of rooms as best we can. Dungeon should feel cohesive  Dungeon 1  Credits (Alpha)  **Alpha** |
| February 27 | Art: Dungeon 2 enemy sprites. Most gun and sword sprites in. Shield animation improved. Code: Implement Dungeon 2 enemies.  Project management:  **Process Alpha Feedback. Resolve Blockers. Build required tech for Beta and Final.** |
| *March 6* | Art: Dungeon 3 enemy sprites.  Code: Implement Dungeon 3 enemies.  Audio: Most other sound effects in (TBD what we need)  Level design: Implement dungeon 2 room stubs.  QA: Feature testing. Does it work as designed?  Dungeon 2 |
| March 13 | Art: Animate dungeon 1  Level design: Implement dungeon 3 room stubs.  Dungeon 3  **Beta** |
| March 20 | Art: Animate dungeon 2, weather.  *TBD* |
| March 27 | Art: Animate dungeon 3  *TBD* |
| April 3 | Art: dungeon groundcover. D2 + D3 splash art.  **Final** |