Red = Not Done

Orange = In Progress

Green = Done

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Week # | Programming | Art | Design | Sound | Other |
| 21 | Item Drops.  Spawning/Despawning  Pause Menu. |  | - | Break block Sound. | - |
| 22 | AI.  Saving/Loading Base. |  | - | Walking Sound Effect.  Surface World Music | - |
| 23 | - |  | - | Cave World Music | Alpha Preparations |
| alpha 24 | Saving/Loading Complete | - | - | - | Bug Fixing.  Playtesting.  Polishing. |
| 25 | - | - | - | Second Surface World Music  (variant) | Bug Fixing.  Playtesting.  Polishing. |
| 26 | - | - | - | Second Cave World Music  (variant) | Bug Fixing.  Playtesting.  Polishing. |
| 27 | - | - | - | - | Bug Fixing.  Playtesting.  Polishing. |
| 28 | - | - | - | - | Bug Fixing.  Playtesting.  Polishing. |
| 29 | - | - | - | - | Beta Preparations |
| beta  30 | - | - | - | - | Bug Fixing.  Playtesting.  Polishing. |

\*Still need to decide as a team if we are going to have shops in the game