Basic Level Builder

# Development Plan

## Sprint 1 (29 May – 7 June)

* Vertical slice:
  + The Game
    - All functionality listed below
  + The Editor
    - Level Window
      * The window itself
    - Tool Palette
      * Palette window
      * Tools
        + Brush
    - Tile Palette
      * Palette window
      * Tiles
        + Empty
        + Solid
        + Deadly
        + Start
        + Goal
    - Other Editor Functions
      * Play mode switching

## Sprint 2 (10 June – 21 June)

* Feature complete:
  + The Game
    - All functionality added below
  + The Editor
    - Tool Palette
      * Tools
        + Box
        + Eyedropper
        + Selector
    - Tile Palette
      * Tiles
        + Slope Left
        + Slope Right
        + False Solid
        + Invisible Solid
        + Checkpoint
        + Coin
        + Teleporter
        + Booster
        + Door
        + Switch
        + Key
      * Coded tile specifier
    - Other Editor Functions
      * Saving and Loading
        + History Window
      * Auto-Saving
      * Undo/Redo

## Sprint 3 (24 June – 28 June)

* Polish and testing