

Week 1	Get scroll working	use unity input system to first wait till right click is pressed, then increase a charge value when scrolling down, and released when you release right click.
Week 2	Get hitboxes and attack working	launch projectile with momentum that is relative to charge level, projectile
Week 3	Get Models and Textures	Simple city scene and textures
Week 4	Get Environment/Level set up with lighting	use URP to create a lighting which looks aesthetic during night. Cartoon/simple style.
Week 5	Set Up Win Condition and Gameplay Loop	Spawn players, track kills, add timer, once 10 kills is reached game ends.
Week 6	Add player 2 controls (or target practice if low time	Set up multiplayer server or LAN. Alternatively, set up test dummies for a time-based challenge
Week 7	Juice + Debug	Add particle effects. Add Sound effects.
Week 8	Juice + Debug	Juice up the game and Debug
Week 9	Debug	Final debugging.