Platform fighting game

Documentation

UI (User Interface)	Characters	Stages	Mechanics	Music	Concept Art	Software Programs	Documentation

For October 25 2019

	Start Creating Narrative surrounding the characters				Have a couple character concepts completed	Continue learning and exploring Unreal Engine and Blender	Start building a Requirements document
							Create user story map

For November 22 2019

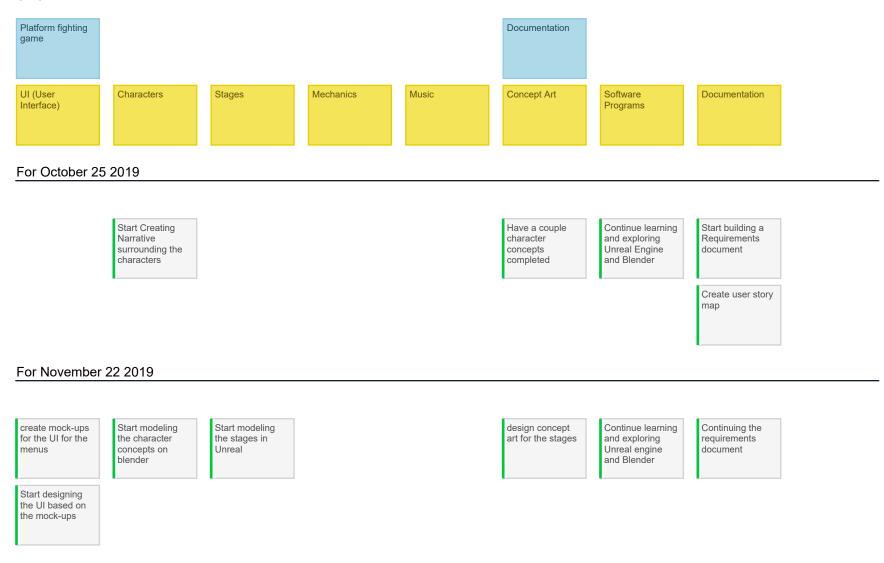| create mock-ups for the UI for the menus	Start modeling the character concepts on blender	Start modeling the stages in Unreal			design concept art for the stages	Continue learning and exploring Unreal engine and Blender	Continuing the requirements document
Start designing the UI based on the mock-ups							

For December 30 2019

Finish UI design for the game

Finish character modeling in blender

Finish stage modeling in unreal

Continue learning and exploring Unreal Engine and Blender

start developing instructions for the game.

Continuing the requirements document

For January 31 2020

Add characters with animations into unreal

Start designing mechanics for the game

For February 25 2020

Fix the character textures in unreal

Blast zones

Spawning Characters

Updating Functional Requirments document

Characters animations completed (includes

Create Abstract for the the project to submit

For March 3 2020

In game overlay with stocks for characters and percentages

damage amounts for attacks

posters

hit and hurt boxes for the characters

For March 10 2020

percent system for both player

scaling knock back for attacks based on percent

start code quality review

start project experience report

start system/process document

For April 10 2020

improve style for the menus

double jumps

ledges for the stages

blocks for characters

music for stages and menu

finish code quality review

particle effects for attacks

sound effects for moves

finish project experience report

finish system/process document