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|  | **Features** | **Time Frame** |
| **First Playable** | * UI and HUD finalized * First stage developed   + platforms and scrolling finished * Character movement   + collision detection * Melee and Gun implemented   + animation optional * Health System implemented * First images implemented into game * Some enemies * Time Mechanic and enemy interaction | Week 4 |
| **Alpha** | * Audio is added * Animation and images finalized * First bosses implemented * Enemy AI * Rest Area implemented   + Selecting stages from Rest * Upgrades for weapons * Pickup weapons and items * Scoring System, currency system * Tune the responsiveness of controls | Week 9 |
| **Code Freeze** | * All core features completed * Final bosses implemented * Only bug-fixing, image implementing * Audio and Animation work * Game should be functional   + Resemble what we have in mind * Final few tweaks | Week 11 |
| **Beta** | * Everything should be implemented already. * Minor tweaks and features according to QA testing * Test extensively, gather input * Coding new features is minimal at this point | Week 13 |
| **Code Release Candidate** | * All bugs have been addressed * Should be in a state ready to be handed in | Week 15 |