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| **Milestones** | **Deadline** | **Tasks** |
| Milestone 1  Main menu setup  Walk/ Run Animation  Rig Play Menu to Behavior  Save File | Feb 11th | Kurt  Elliott  Josh  Kyle |
| Milestone 2  Play Menu setup  Sleep/Awake Animation  Behavior Trigger | Feb 18th | Kurt/Josh  Elliott  Kyle |
| Milestone 3  Status Menu/Button  Throw Ball/Fetch  Idle Animation | Feb 25th | Kurt  Josh  Elliott/Kyle |
| Milestone 4  Catch Up Week | Mar 4th | Kurt/Josh/Elliott/Kyle |
| Milestone 5  Debug/Mid-terms | Mar 11th | Kurt/Josh/Elliott/Kyle |
| Milestone 6  Spring Break | Mar 18th | Kurt/Josh/Elliott/Kyle |
| Milestone 7  Beer Bottle  Artificial Intelligence | Mar 25th | Kurt/Elliott  Josh/Kyle |
| Milestone 8  Artificial Intelligence  Tricks | Apr 1st | Josh/Kyle  Kurt/Elliott |
| Milestone 9  Demo/Presentations  Power Point/Animation  Artificial Intelligence  Stress Testing | Apr 8th | Kurt  Elliott  Kyle  Josh |
| Milestone 10  Maintenance/Prep | Apr 15th | Kurt/Josh/Elliott/Kyle |
| Milestone 11  Maintenance/Prep | Apr 22nd | Kurt/Josh/Elliott/Kyle |
| Milestone 12  Maintenance/Prep | Apr 29th | Kurt/Josh/Elliott/Kyle |
| Milestone 13  Maintenance/Prep  Publish to Steam | May 6th | Kurt/Josh/Elliott/Kyle |