

# Project Schedule

*Name: Beat Breaker*

Student Name: Jake Fitzgerald

Student No: C00288105

Phase 1: Core Systems & Setup (Weeks 1–3)

- SFML Project setup with file structure.
- Input handling:
  - Input / Event handling type (Keyboard keys, Joystick controller)
  - Latency and grace period for detecting if the input was on beat.
- Basic scene layout (Menu, Options, Gameplay, Results, etc).
- Visuals
  - Window resolution (static/dynamic)
  - Sprite sizes, consistent numbers (64 by 64 pixels, etc)
  - UI Buttons for scene navigation (clickable), Font import and basic text.

Simple character controller (physics, gravity, friction (air/grounded), collision detection)

- Movement, falling, block breaking
- Basic animations (move left/right, falling, hit)
- 

Phase 2:

Phase 3:

Phase 4: First playable demo

(After Christmas)

Phase 5: