

Project Schedule

Name: Beat Breaker

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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)
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Phase 2:

Phase 3:

Phase 4: First playable demo

(After Christmas)

Phase 5: