My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed

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Where will the inventory skills be demonstrated? List every one to be sure you’ve included them.

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| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
| What will I deliver?  Make a basic game use rect and use skill coding | Start doing the dialogue use IF and else if  Do the question ,and draw the image and add in the processing | Keep Work on the dialogue ,and draw the image and add in the processing | Check did I do all the skill coding if not add it in. and finish all the image drawing and animation. |
| Which inventory skills will this demonstrate? List them.  4 x | The question skill coding | Other skill coding add-in. |  |
| 5x |  |  |  |
| 1x |  |  |  |
| 2x |  |  |  |
| 3x |  |  |  |
| 6 |  |  |  |
| 7x |  |  |  |
| 8x |  |  |  |
| 9x |  |  |  |
| 10x |  |  |  |
| 11x |  |  |  |
| 14x |  |  |  |
| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** |  |