My Plan

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

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| This is going to be a shooting game where you must burn as many enemies as you can with your flamethrower before the timer runs out. |

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

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| --- | --- | --- | --- |
| The majority of the inventory skills will be demonstrated in the main Processing file, with the exception being inventory skill 21, being located in the particle Processing file.  Inventory skill 21 as demonstrated in the particle Processing file. | | | |
| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
| The main part of the game will get implemented. | The enemy and particles will get created and implemented. | Shove as much stuff as I can into the game to complete more inventory skills. | ??? |
| 1 | 8 | 15 |  |
| 2 | 9 | 17 |  |
| 3 | 11 | 19 |  |
| 4 | 16 | 37 |  |
| 5 | 21 | 40 |  |
| 7 | 25 | 43 |  |
| 10 | 26 |  |  |
| 12 | 27 |  |  |
| 13 | 28 |  |  |
| 14 | 29 |  |  |
| 20 | 31 |  |  |
| 44 | 32 |  |  |
| You should deliver approx. 10 skills at this milestone | 34 |  |  |
| 35 |  |  |
| 36 |  |  |
| 38 |  |  |
| 39 |  |  |
| You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** |  |