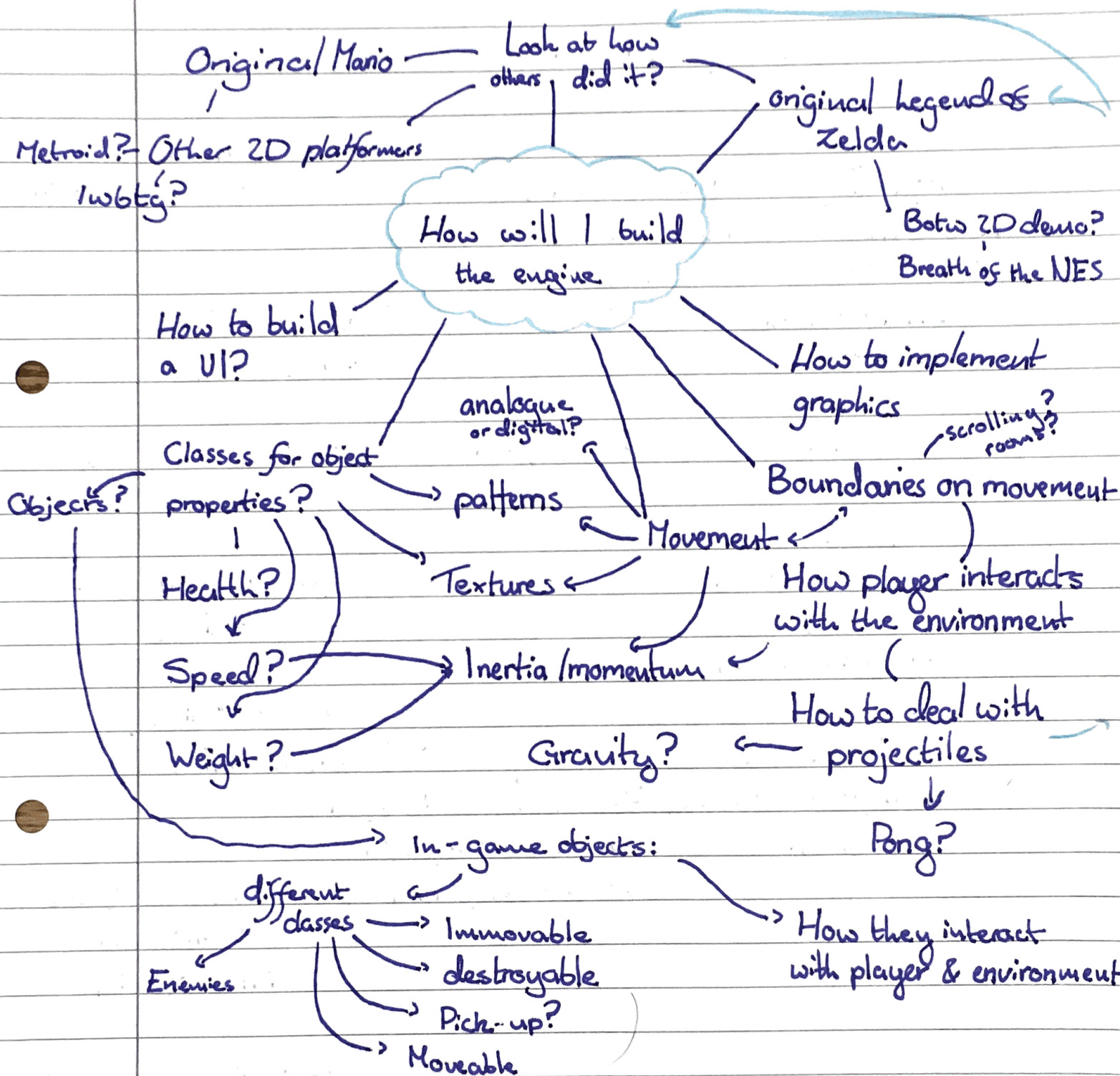


# How will I go about bringing my project to life?



Power creep?

Bosses?

Score?

Enemies and behaviour

Good UI  
&  
Teaching player  
mechanics?

If time, build  
into a game with  
art assets.

Tested, fixed as many  
bugs as possible.

Character model  
animations

Polished engine, base layer  
of the game.

Story?

End goal

Fluid movement, well  
defined

Mechanics  
related?

Room transitions /  
scrolling

Character development.

Save points.

Attributes that

will affect movement.  
are well defined.

How movement is affected  
by several things; ie

power-ups, dashing → make sure it does  
not allow dashing  
into objects.

accelerated movement.

When is it finished?